PRIMA'S OFFICIAL STRATEGY GUIDE

SUPER SMASH BROS.™ Melee

ALL TROPHIES, STAGES, CHARACTERS, AND PLAY MODES REVEALED!

The Stratton Bros.

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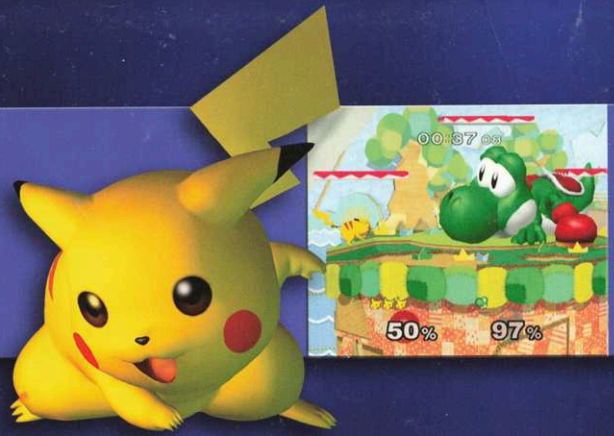

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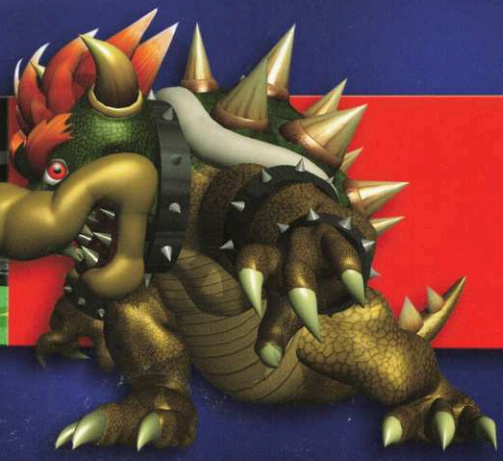

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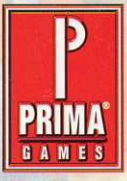

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For Andrew and Marcus Geyer: It doesn't matter whether you win or lose, only what you learn by trying.

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SUPER SMASH BROS. Melee

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For Easy-Find alphabetical lists of Playable Characters, Items, and Trophies, see page 100.

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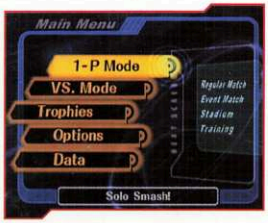
Super Smash Bros. Melee: Prima's Official Strategy Guide gives you all the information you need to unlock every hidden character and stage, collect all 290 Trophies, and defeat any opponent—human or computer. You'll also get full details on each character, item, weapon, stage, and play mode in the game. So what are you waiting for? Let the battle begin!

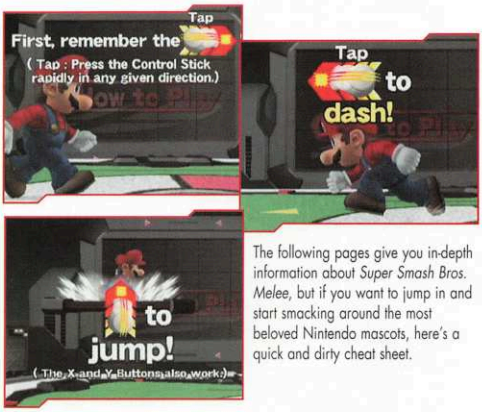
Main Menu



Pressing (START) at the title screen brings up the Main Menu with the following options:

- **1-P Mode**: Single-player game options. Choose from Training (see the "1-P Mode: Event Matches, Stadium Matches, and Training" section), Regular Matches (see the "1-P Mode: Classic Regular Match," the "1-P Mode: Adventure Regular Match," and the "1-P Mode: All-Star Regular Match" sections), and Event Matches.
- **VS. Mode**: Multiplayer game options. Choose from Melee, Tournament Melee, Special Melee, Custom Rules, and Name Entry. All of these are described in the "VS. Mode" section, page 50.
- **Trophies**: View your gallery and collection of Trophies, or play the Lottery to win new Trophies. The "Trophies" section has all of the details.
- **Options**: Turn the controllers' Rumble functions on or off, adjust Sound levels, tweak the Screen Display, view text in Japanese or English, or Erase Data. If you'd like more information on how your game data is saved and deleted, see the end of this section.
- **Data**: View Snapshots taken in VS. Mode, see *Super Smash Bros. Melee* movies in the Archives, check out all of the Melee Records you've set, or explore the Special milestones you've achieved.

Get Into the Action!


First, remember the Tap
(Tap : Press the Control Stick rapidly in any given direction.)
Tap to dash!
to jump!
(The X and Y Buttons also work.)

The following pages give you in-depth information about *Super Smash Bros. Melee*, but if you want to jump in and start smacking around the most beloved Nintendo mascots, here's a quick and dirty cheat sheet.

The first rule of *Super Smash Bros. Melee* is to hit your opponents with many moves, while defending yourself so you don't wind up on the receiving end of a beating. To win any match, have a good combination of offensive and defensive moves.

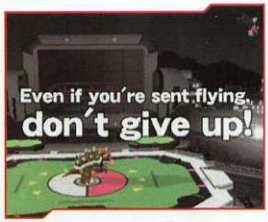
For most matches, knock your opponents out of the fighting arena to win. The more attacks you land, the higher your opponents' Damage Meters climb. The higher a character's Damage Meter, the farther he or she flies when hit, and the smaller the chance he or she will be able to jump back into the arena if knocked out of it.

A few matches require you to face off against an opponent with a certain number of hit points (HP). Each attack you land reduces the opponent's HP total. When the opponent's HP reaches zero, you win!

Don't use the same attacks over and over in a match. This telegraphs your moves and allows your opponents to prepare the appropriate defenses. Also, repeated moves lose their punch and become stale, doing less damage with every strike.

When you knock an opponent offscreen, an image of the character appears in a magnifying glass. As long as that magnifying glass is on the screen, the opponent is in the game and has a chance to get back into the arena by jumping toward it. However, the opponent suffers a small amount of damage for each second he's offscreen.

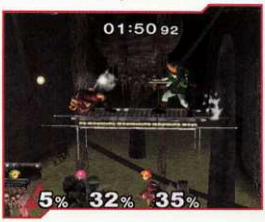
When you're trying to get onto the stage after being knocked off, your character might automatically grab the edge of the stage. While hanging, press A and a direction on ○ to execute an acrobatic flip attack in that direction.



Use an opponent's magnifying glass to line up your character for a follow-up attack if the opponent gets close enough for you to strike on his return trip to the arena. You'll know the opponents are defeated when their magnifying glasses and Damage Meters disappear.

Finally, in most matches, items show up randomly in the arena, dropping from the sky, falling out of shattered objects, or appearing from out of nowhere. Items can be offensive weapons (like the Super Scope or Beam Sword), power-ups (like the Metal Box or Parasol), carriers with other items inside (like the Crate or Barrel), or healing items (like the Heart Container or Maxim Tomato).

You must pick up most items to use them. To pick up an item, stand on top of it and press A. Use offensive weapons by pressing A again. To get rid of an item, throw it by holding down R or L and pressing A and the appropriate direction on ○. Throw an item by pressing Z and a direction.



To inflict maximum damage on your opponents, "juggle" them in the air by striking them so they fly off the ground, then stay underneath them and use well-timed follow-up strikes to keep them off the ground and out of control.

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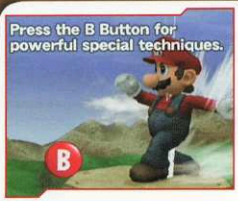

Although each character has unique moves, the following is a basic list of moves common to all characters.

There is a difference between *pushing* ○ (holding or gently moving it: ←, ↑, →, or ↓) and *tapping* ○ (moving it quickly from a neutral position: ↖, ↗, ↘, or ↙). When you use a move that requires a ○ tap and a button press, press the button a split second after ○ clicks against the controller housing. If you're not able to pull off some moves, you're pushing when you should be tapping, or vice versa.

Basic Moves

Controls	Move
← or →	Walk left or right
↓	Crouch
↖ or ↗	Dash left or right
↑ or Ⓨ or Ⓧ	Jump (tap again while in midair to double-jump)
Ⓐ	Standard attack (quick but weak); pick up item
← Ⓐ, ↑ Ⓐ, → Ⓐ, or ↓ Ⓐ.	Strong attack (slower but more powerful than the Standard attack)
↖ Ⓐ, ↑ Ⓐ, ↗ Ⓐ, or ↑ Ⓐ	Smash attack (slowest but most powerful; hold it to charge a maximum-power Smash attack, and use it by releasing Ⓐ)
Ⓑ	Special attack
← Ⓑ, ↑ Ⓑ, → Ⓑ, ↓ Ⓑ	Alternate Special attacks
R or L	Shield (if you hold it for more than a few seconds, it breaks, stunning your character)
R or L + ↖ or ↗	Rolling Dodge (appear on other side of opponent)
R or L + ↑	Sidestep Dodge (remain on the same side of opponent)
R Ⓐ or L Ⓐ or Z	Grab opponent (tap a direction to throw opponent); drop item (simultaneously tap a direction to throw item)
Ⓒ	Adjust camera
+ Control Pad Up	Taunt

Saving and Erasing Data

Saving *Super Smash Bros. Melee* data is easy—the game constantly does it for you, provided you've inserted a Nintendo GameCube™ Memory Card in your console. It saves any items you unlock, and it keeps a running total of dozens of other things, including the amount of time you play the game, the number of KOs each character achieves, the bonuses and penalties you earn, and more. Access the records by choosing Data from the Main Menu.

Delete your data, choose Options from the Main menu, then Erase Data from the menu that follows. Erase hidden characters, hidden stages, 1-P high scores, VS. Mode scores, your Trophy collection, or all game data by selecting the appropriate option from the menu.

Be careful when erasing data. Although you'll be asked to confirm your selection, anything you erase is gone for good. Do not remove your Memory Card while erasing data, even if you realize too late that you've made a mistake. You might corrupt all of the data on the card and lose more than you would have otherwise....

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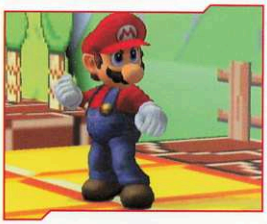


Mario

First Appearance

Donkey Kong (arcade), 1981

How to Unlock

Mario is immediately playable.

Alternate Costumes

Press ⓧ or ⓨ at the Character Select menu to access alternate costumes.

Fireball

Cape

Super Jump Punch

Mario Tornado

Bio

With more than twenty years in the video game business, Mario has seen and done just about everything. He's been a carpenter, a plumber, a boxing referee, a tennis pro, a racing kart driver, and a golfer...and that's just the beginning of the list! Although he started off as Donkey Kong's adversary, he quickly volunteered his help in ridding Peach's Mushroom Kingdom of the persistent scourge of Bowser, king of the Koopas, and the two have been rivals ever since.

Mario is the most well-rounded of all of the Super Smash Bros. scrappers, with a good balance of offensive and defensive moves. He's the easiest character for a novice player to master. A character's physical strength, and how far he or she flies when hit is detemined by mass; Mario's mass is the standard against which all the other characters are measured.

Mario's Cape attack can be used offensively to turn an opponent in the opposite direction or defensively to reflect a missile attack. His Super Jump Punch is a devastating uppercut accompanied by a coin shower (although the coins are just for effect and cannot be spent in the Lottery). The Mario Tornado sucks in nearby opponents just like a twister and sends them flying in all directions.

Mario's Trophies

Classic Trophy

Adventure Trophy

All-Star Trophy

Mario's Moves

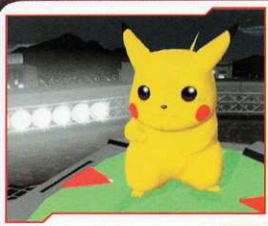
Situation	Buttons	Move	Max. Damage
On the ground	Ⓐ	Left Jab	3
	Ⓐ, Ⓐ	Right Cross	3, 2 (5)
	Ⓐ, Ⓐ, Ⓐ	Toe Kick	3, 2, 5, (10)
	→, Ⓐ	Plumber Kick	9
	↑, Ⓐ	Uppercut	8
	↓, Ⓐ	Leg Sweep	8
	⇨, Ⓐ	Fire Glove	Up to 24
	⇧, Ⓐ	Lead Headbutt	Up to 20
	⇩, Ⓐ	Breakdance Sweep	Up to 21
	+ Control Pad Up	Taunt: Super Size Mario	—
Running	Ⓐ	Slide	9
In the air	Ⓐ	Plumber's Boot	12
	→, Ⓐ	Plunger	15
	←, Ⓐ	Drop Kick	11
	↑, Ⓐ	Bicycle Kick	11
	↓, Ⓐ	Drill Kick	7
Grabbing opponent	Ⓐ	Clutch Headbutt	3
	→	Heave-Ho	9
	←	Airplane Swing	12
	↑	Mario Launch	8
	↓	Down the Drain	6
On the ground or in the air	Ⓑ	Fireball	6
	⇨, Ⓑ	Cape (deflects missile attacks)	10
	↑, Ⓑ	Super Jump Punch	14
	↓, Ⓑ	Mario Tornado	10

All damage percentages are unofficial estimations. In addition, there is no official list of Meteor moves, and any moves labeled as such represent the authors' best estimation.

Tips for Playing as Mario

Mario's abilities are the standard in *Super Smash Bros. Melee*. He has a good assortment of moves that do average amounts of damage. He can out-run and out-maneuver larger, slower characters and can out-power many of the faster, weaker ones. Overall, he's a well-rounded character who's great for beginners and masters alike.

Mario's Special move, Cape, is useful in two ways. First and most obvious, it can be used as an attack that does 10 percent damage to his opponent. The second use of the Cape Special move is to deflect missile attacks. If you're fighting an opponent who likes to shoot things at you (take Samus's missiles, for example), you can deflect these long-range attacks back at the opponent—a very useful ability!



Pikachu

First Appearance

Pokémon Red and *Blue*, September 1998

How to Unlock

Pikachu is immediately playable.

Alternate Costumes

Press Y or X at the Character Select menu to access alternate costumes.

Thunder Jolt

Skull Bash

Quick Attack

Thunder

Bio

When people think Pokémon, it's Pikachu's smiling yellow face that comes to mind. This little superstar shoots electricity at its foes when threatened. Although it can evolve into the more powerful Raichu when exposed to a Thunderstone, most Pokémon trainers find Pikachu too cute to change. Pikachu is one of the fastest fighters in Super Smash Bros. Melee. Its speed helps it avoid enemy attacks while waiting for an opportunity to strike. And Pikachu's not afraid to hit hard; its electrical attacks, like Thunder and Thunder Jolt, are both powerful Special attacks that turn the tide of battle in a hurry. Thunder sends a bolt of lighting down from the top of the stage onto the first solid object it hits. Charge up Pikachu's Skull Bash attack by holding B.

Pikachu's most important Special attack is Quick Attack. It damages any foe Pikachu runs into while using it and is a sort of "third jump" recovery move to prevent Pikachu from getting KO'd. Control the direction of the Quick Attack with ○; Pikachu can move in up to two directions.

Pikachu's Trophies

Classic Trophy

Adventure Trophy

All-Star Trophy

Pikachu's Moves

Situation	Buttons	Move	Max. Damage
On the ground	A	Headbutt	2
	→, A	Pika Kick	8
	↑, A	Tail Smack	7
	↓, A	Tail Sweep	7
	⇨, A	Thundershock	Up to 28
	⇧, A	Tail Somersault	Up to 25
	⇩, A	Electric Flower	Up to 18
	+ Control Pad Up	Taunt: "Pika, Pika!"	—
Running	A	Running Headbutt	8
In the air	A	Pika Roll	12
	→, A	Electric Drill	Varies, depending on the number of hits)
	←, A	Glider	12
	↑, A	Tail Chop	4
	↓, A	Electric Screw	12, 3 (15)
Grabbing opponent	A	Electric Shock	3
	→	Electrocution	9
	←	Submission	9
	↑	Electric Skull	5
	↓	Electric Slam	5
On the ground or in the air	B	Thunder Jolt	Up to 10 (at close range)
	⇨, B	Skull Bash (hold to charge)	Up to 29
	↑, B	Quick Attack	3, 2 (if second hit lands)
	↓, B	Thunder	17

All damage percentages are unofficial estimations. In addition, there is no official list of Meteor moves, and any moves labeled as such represent the authors' best estimation.

Tips for Playing Pikachu

Pikachu is one of the quicker characters in *Super Smash Bros. Melee*. It's very good at rushing in to attack and putting itself out of harm's way when things get rough. Its speed and powerful Smash attacks make it difficult to catch for any character.

Pikachu's Special attacks are very strong. Its Skull Bash takes a while to charge, but is extremely powerful. Its Quick Attack is best used as a means of escape, because it doesn't inflict major damage; however it is perfect for getting out of dangerous situations. Pikachu's Special attack, Thunder, is great for nailing enemies directly above you when they think they're safe.

primagames.com

Bowser

First Appearance

Super Mario Bros., October 1985

How to Unlock

Bowser is immediately playable

Alternate Costumes

Press Y or X at the Character Select menu to access alternate costumes.

Fire Breath

Koopa Klaw

Whirling Fortress

Bowser Bomb

Bio

For a long time Bowser has been Mario's biggest foe. He controls vast numbers of minions, not to mention his seven powerful children, which he uses to carry out his evil schemes. Bowser's incredible size and strength, paired with his fire breathing ferocity and spike-lined shell, make Bowser a hazard waiting to happen.

Bowser dishes it out and can take it in spades. His shell covers most of his body and is hard as rock, providing protection. His sheer mass makes him very difficult to smash out of the arena, but also makes him slower than other characters. Don't let up when you're attacking the big guy in battle. Bowser's famous Fire Breath attack can be held and used repeatedly, but it will grow weaker the longer it is held. His Koopa Klaw attack pulls in his opponents from a distance, setting them up for a serious beat-down. While Bowser's Whirling Fortress attack moves him sideways over ground, it can save him when used in midair to avoid a nasty fall. His Bowser Bomb is very strong and can set up further punishing attacks.

Bowser's Trophies

Classic Trophy

Adventure Trophy

All-Star Trophy

Bowser's Moves

Situation	Buttons	Move	Max. Damage
On the ground	A	Left Scratch	5
	A, A	Right Scratch	5, 6 (11)
	→, A	Koopa Knuckle	12
	↑, A	Ceiling Scratch	13
	↓, A	Floor Scratch	13, 9 (22)
	⇨, A	Hammer Head	Up to 32
	⇧, A	Shell Shock	Up to 27
	⇩, A	Buzzsaw	Up to 27
	+ Control Pad Up	Taunt: "Roar!"	—
Running	A	Horn Charge	11
In the air	A	Gyroscope	13
	→, A	Jump Slash	14
	←, A	Spike Stretch	13
	↑, A	Horn Toss	15
	↓, A	Scrub Brush	Up to 13 (depends on number of hits)
Grabbing opponent	A	Bull Horns	3
	→	Catapult	10
	←	Reverse Throw	10
	↑	Blender	9
	↓	Bowser Slam	12
On the ground or in the air	B	Fire Breath (hold to continue attacking)	Varies, depending on how long opponent is exposed
	⇨, B	Koopa Klaw	Varies on attacks used
	↑, B	Whirling Fortress	13
	↓, B	Bowser Bomb	21

All damage percentages are unofficial estimations. In addition, there is no official list of Meteor moves, and any moves labeled as such represent the authors' best estimation.

Tips for Playing as Bowser

Bowser is a slow, powerful character who doesn't care to chase down his enemies, but instead pounds them when they get too close. If you like using the big boys, this is a perfect character to use. Bowser's got some of the best damage values across the board, so he's going to be knocking around more than a few heads. Be careful of his weaknesses; Bowser can't move very quickly and can't jump as high as many other characters, so keep him in the center of the action at all times.

Bowser's Fire Breath Special attack is very effective, especially because you can just hold the button and continue toasting your opponent. However, the power and range decrease if you use it for prolonged attacks; so use it wisely. His Whirling Fortress Special attack is very useful when you're surrounded by enemies, or when you're falling off the edge of the stage.

primagames.com

Peach

First Appearance

Super Mario Bros., October 1985

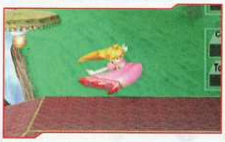
How to Unlock

Princess Peach is immediately playable.

Alternate Costumes

Press Ⓡ or Ⓛ at the Character Select menu to access alternate costumes.

Toad



Peach Bomber

Peach Parasol

Vegetable

Bio

The kind and gentle ruler of the Mushroom Kingdom, Princess Peach oversees her people from the safety of her castle. Toad, her loyal servant and protector, does the best he can to keep her from harm's way. When her royal responsibilities overwhelm her, Peach relaxes with a game of golf or tennis. Peach has the huge advantage of being able to float in midair, allowing her to return to the arena even after being smashed a great distance away. Unfortunately, Peach's dainty frame makes this ability a necessity as larger opponents easily knock her around. Peach has a good variety of attacks, but they're all weak, so you'll have to pick away at your foes. Using Peach's Smash attack (Ⓐ) will randomly attack with a tennis racket, golf club, or frying pan. Each one of these objects possesses different strengths; the golf club has a long reach while the frying pan inflicts great damage. Peach can use Toad as a shield, who also counters attacks by shooting out spores. It's not the greatest job in the world, but the little guy doesn't complain too much.

Peach's Trophies

Classic Trophy

Adventure Trophy

All-Star Trophy

Peach's Moves

Situation	Buttons	Move	Max. Damage
On the ground	Ⓐ	Royal Slap	3
	Ⓐ, Ⓐ	Double Royal Slap	3, 2 (5)
	→, Ⓐ	Can-can Kick	13
	↑, Ⓐ	Crown Bash	12
	↓, Ⓐ	Elegant Sweep	12
	⇨, Ⓐ	Peach Swing	Pan: up to 23; Racket: up to 16; Golf Club: up to 17
	⇧, Ⓐ	Pirouette	Up to 10
	⇩, Ⓐ	Double-edged Gown	Up to 34
	+ Control Pad Up	Taunt: "Sweet!"	—
Running	Ⓐ	Lady Push	12
In the air	Ⓐ	Princess Twirl	14
	→, Ⓐ	Crown Smack	15
	←, Ⓐ	Flying Hip	14
	↑, Ⓐ	Floating High Kick	15
	↓, Ⓐ	Stiletto Kick0	7
Grabbing opponent	Ⓐ	Heel Stomp	3
	→	Royal Slap	10
	←	Iron Hip	11
	↑	Gut Punch	6
	↓	The Royal Treatment	7
On the ground or in the air	Ⓑ	Toad (defends)	—
	⇨, Ⓑ	Peach Bomber	18
	↑, Ⓑ	Peach Parasol	5
	↓, Ⓑ	Vegetable	6 to 34 (see "Tips for Playing")

All damage percentages are unofficial estimations. In addition, there is no official list of Meteor moves, and any moves labeled as such represent the authors' best estimation.

Tips for Playing as Peach

Peach has decent speed and does good damage with most of her attacks, making her a good character for beginners and experts alike. Her aerial attacks and abilities are her main strength and serve her well in just about any battle. By holding Ⓡ or Ⓛ, Peach is able to float in midair, which can save her from falling out of arenas and makes her difficult to KO. Her Peach Swing Smash attack keeps her enemies guessing by using either a pan (up to 23 percent damage), a racket (up to 16 percent damage, slightly longer range) or a golf club (up to 17 percent damage, longest reach of all three).

Peach's Special attack, Toad, is a defensive move that can block frontal attacks—an extremely valuable maneuver. Her Peach Parasol Special attack helps her to float to the ground slowly, which helps keep her in the match. Her Vegetable Special attack pulls up veggies from the ground, *Super Mario Bros. 2* style, which can then be thrown at her opponents. The damage inflicted ranges from 6 to 34, depending on the facial expression of the vegetable.

Yoshi

First Appearance

Super Mario World, August 1991

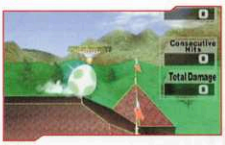
How to Unlock

Yoshi is immediately playable

Alternate Costumes

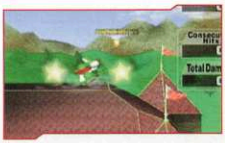
Press ⓡ or ⓛ at the Character Select menu to access alternate costumes.

Egg Lay



Egg Roll

Egg Throw



Yoshi Bomb

Bio

Lots of quick, agile dinosaurs called Yoshis live on Yoshi's Island. Yoshis can be of any color, and have the unique ability to turn anything they eat into an egg. Yoshis also have sticky tongues and big stomachs, so they can swallow just about everything. Although Yoshi doesn't have the strength others have with his jumping attacks, he makes up for that by being hard to catch in the air. He can jump incredibly high and is resilient against his enemy's attacks while airborne. With his ability to swallow opponents and turn them into eggs, Yoshi is dangerous even when he's trapped near the edges of the battle area. You can increase the strength and speed of Yoshi's Egg Roll attack, at a sacrifice of control, by holding down Ⓑ. Since Yoshi does not possess a third jump "recovery" type of move, using the full height of his first jump is critical. When performing the Egg Throw, adjust the angle of the throw by using ⓒ and the distance by holding Ⓑ. Yoshi shoots out stars to each side after landing a Yoshi Bomb, hindering opponents who rush in too quickly.

Yoshi's Trophies

Classic Trophy

Adventure Trophy

All-Star Trophy

Yoshi's Moves

Situation	Buttons	Move	Max. Damage
On the ground	Ⓐ	Left Kick	3
	Ⓐ, Ⓐ	Right Kick	3, 2 (5)
	→, Ⓐ	Dino Kick	12
	↑, Ⓐ	Tail Snap	10
	↓, Ⓐ	Tail Sweep	10
	⇨, Ⓐ	Noggin Floggin'	Up to 21
	⇧, Ⓐ	Jumping Headbutt	Up to 19
	⇩, Ⓐ	Double Tail Whip	Up to 19
	+ Control Pad Up	Taunt: "Yoshi!"	—
Running	Ⓐ	Noggin Knock	9
In the air	Ⓐ	Yoshi's Kick	14
	→, Ⓐ	Noggin Dunk	17
	←, Ⓐ	Tail Wag	17
	↑, Ⓐ	Dino Flip	13
	↓, Ⓐ	Flutter Kick	18
Grabbing opponent	Ⓐ	Chew	3
	→	Spit Out	6
	←	Spin 'n' Spit	6
	↑	Spit Up	5
	↓	Jump 'n' Spit	4
On the ground or in the air	Ⓑ	Egg Lay (traps enemy in an eggshell)	7
	⇨, Ⓑ	Egg Roll	13
	↑, Ⓑ	Egg Throw	12
	↓, Ⓑ	Yoshi Bomb	16

All damage percentages are unofficial estimations. In addition, there is no official list of Meteor moves, and any moves labeled as such represent the authors' best estimation.

Tips for Playing Yoshi

Yoshi's speed and power make him a great character to play. While his grab moves are a bit weak, he more than makes up for it with his effective strong, Smash and aerial attacks.

Yoshi's Egg Lay Special attack comes with a bonus to its damage: it traps his opponent in an egg, allowing you to dish out some extra damage without fear of retaliation. His Egg Roll Special attack is often very useful, especially for taking out several opponents in a row, but be careful when you're near an edge or you may roll right off and out of the arena!

primagames.com

Donkey Kong

First Appearance

Donkey Kong (arcade), 1981

How to Unlock

Donkey Kong is immediately playable.

Alternate Costumes

Press Ⓡ or Ⓛ at the Character Select menu to access alternate costumes.

Giant Punch

Headbutt

Spinning Kong

Hand Slap

Bio

Though DK has settled down now and enjoys his simple, every day vine-swinging routine, the Kremling Krew still manages to get DK into trouble. Although he's very large and incredibly strong, DK is quick for such a big ape. Not one to cover up the goods, DK only wears a tie and a frown into battle.

Being big isn't always a good thing, as it makes DK a prime target. When DK is surrounded by foes, his Giant Punch is usually an effective crowd pleaser. DK's Headbutt attack slams his opponents into the ground, trapping them for a punishing attack. The great ape can be surprisingly deadly when used with practiced skill. All of his attacks are powerful, but DK's really got it going on if he catches a foe in a grab. He inflicts massive damage with a variety of moves, including carrying his opponents anywhere he wishes! Wobble the ◎ quickly to escape if you're being carried by DK. Also, DK's Spinning Kong attack is more of a horizontal attack; so don't depend on it as a midair recovery move.

Donkey Kong's Trophies

Classic Trophy

Adventure Trophy

All-Star Trophy

DK's Moves

Situation	Buttons	Move	Max. Damage
On the ground	Ⓐ	Swipe	4
	Ⓐ, Ⓐ	Uppercut	4, 6 (10)
	→, Ⓐ	Backhand Slap	10
	↑, Ⓐ	Spider Web Swipe	9
	↓, Ⓐ	Slouch Slap	7
	⇨, Ⓐ	Kong Klap	Up to 27
	⇧, Ⓐ	Ape Applause	Up to 24
	⇩, Ⓐ	Twin Beat	Up to 21
	+ Control Pad Up	Taunt: Growl and Hold Up Hands	—
Running	Ⓐ	Konga Kick	11
In the air	Ⓐ	Kong Whirl	10
	→, Ⓐ	Hammer Knuckle	16
	←, Ⓐ	Back Kick	12
	↑, Ⓐ	Flying Headbutt	14
	↓, Ⓐ	Flying Stomp	13
Grabbing opponent	Ⓐ	Jungle Chop	3
	→	Kong Karry	See "Tips for Playing"
	←	Donkey Fling	11
	↑	Coconut Toss	9
	↓	Simian Slam	7
On the ground or in the air	Ⓑ	Giant Punch	Up to 30
	⇨, Ⓑ	Headbutt (pounds opponent into ground)	5
	↑, Ⓑ	Spinning Kong	8
	↓, Ⓑ	Hand Slap	11

All damage percentages are unofficial estimations. In addition, there is no official list of Meteor moves, and any moves labeled as such represent the authors' best estimation.

Tips for Playing as Donkey Kong

DK is a huge gorilla, so he's got strength to spare. Though he is a bit slower than most characters, he's pretty quick for one of his size and strength. His Smash attacks are very powerful, as you'd expect, and his grab move, Kong Karry, allows him to take his opponent anywhere he wants before throwing them. His Twin Beat Smash attack helps him to get a little breathing room when being attacked from both sides.

DK's Giant Punch is a fantastic Special attack. It can be wound up and then thrown at any time after for up to 30 percent damage! The Headbutt Special attack is also very useful, as it plants his foe into the ground, allowing you to mercilessly pound them while they're stuck. By setting up the Giant Punch beforehand, planting your opponent with the Headbutt, and then unleashing your powered-up Giant Punch, you'll do major damage and can be sure of connecting with the punch.

primagames.com

Captain Falcon

First Appearance

F-Zero, August 1991

How to Unlock

Captain Falcon is immediately playable.

Alternate Costumes

Press Ⓧ or Ⓒ at the Character Select menu to access alternate costumes.

Falcon Punch

Raptor Boost

Falcon Dive

Falcon Kick

Bio

Captain Falcon left his bounty hunting days behind to be a race pilot in the fabled F-Zero Grand Prix. Falcon is already an F-Zero legend, as is his racer, the supersonic Blue Falcon. In *Super Smash Bros. Melee*, he sports the visor he wore in *F-Zero X*.

Although Captain Falcon runs and jumps quickly, his attacks are slow, and fast foes hit him before he hits them. Fortunately, his raw power makes up for his lack of speed.

The Falcon Punch and Raptor Boost are both highly effective KO-inducing attacks. Although Falcon's Knee Smash is slow and has a short range, any foe he hits flies quite a distance before they land. The Falcon Dive sends enemies soaring with an explosive blast and can also be used as a "third jump" to save Falcon from an untimely KO.

Captain Falcon's Trophies

Classic Trophy

Adventure Trophy

All-Star Trophy

Capt. Falcon's Moves

Situation	Buttons	Move	Max. Damage
On the ground	Ⓐ	Jab	2
	Ⓐ, Ⓐ	Straight	2, 5 (7)
	Ⓐ, Ⓐ, Ⓐ	Knee	2, 5, 8 (15)
	Ⓐ, Ⓐ, Ⓐ, Ⓐ...	Mach Punch	2, 5, 8, 1 (16)
	→, Ⓐ	Round Kick	11
	↑, Ⓐ	Wheel Kick	13
	↓, Ⓐ	Crouching Kick	12
	⇨, Ⓐ	Overheat Elbow	Up to 27
	⇧, Ⓐ	Pinwheel Kick	Up to 27
	⇩, Ⓐ	Pendulum Kick	Up to 24
	+ Control Pad Up	Taunt: "Show me your moves!"	—
Running	Ⓐ	Turbo Shoulder	10
In the air	Ⓐ	Rotary Kick	12
	→, Ⓐ	Knee Smash	18
	←, Ⓐ	Reverse Knuckle	14
	↑, Ⓐ	Overhead Kick	12
	↓, Ⓐ	Step on It	16
Grabbing opponent	Ⓐ	Captive Knee	3
	→	Body Blow	4
	←	Kickback	4
	↑	Rising Palm	3
	↓	Throw Down	7
On the ground or in the air	Ⓑ	Falcon Punch	27
	⇨, Ⓑ	Raptor Boost	7
	↑, Ⓑ	Falcon Dive	10
	↓, Ⓑ	Falcon Kick	15

All damage percentages are unofficial estimations. In addition, there is no official list of Meteor moves, and any moves labeled as such represent the authors' best estimation.

Tips for Playing as Captain Falcon

Captain Falcon is one of the fastest characters available, and also has good strength, making him an attractive choice. His Smash attacks are extremely effective and do great damage, but he's not the best when it comes to grabbing moves. His rapid punches can keep his opponents from making much of a frontal assault, which is very useful at times.

Captain Falcon's most powerful Special attack is his Falcon Punch, which, when fully charged, can do up to 27 percent damage—very nice! His Raptor Boost Special attack doesn't do spectacular damage, but it can save him from a fall off of a battle stage if he's too far away to jump back.

primagames.com

Fox McCloud

First Appearance

Star Fox, March 1993

How to Unlock

Fox McCloud is immediately playable.

Alternate Costumes

Press Ⓧ or Ⓨ at the Character Select menu to access alternate costumes.

Blaster

Fox Illusion

Fire Ox

Reflector

Bio

Fox McCloud, Falco Lombardi, and their compatriots Peppy and Slippy form the intergalactic adventurers known as Star Fox. Patrolling the Lylat System in the Great Fox, Star Fox has dedicated itself to hunting down and defeating the evil scientist Andross. For Fox, their mission is even more personal, as Andross is the man who doomed Fox's father. Fox's light weight makes him one of the fastest characters in *Super Smash Bros. Melee*, but he pays for his nimbleness with weak attacks and a tendency to get KO'd easily. He jumps and falls very quickly, which could be a disadvantage to novice players who haven't mastered the controls, but it's also a tremendous advantage to more experienced players, as it protects Fox from suffering too many attacks from below.

Fox's Blaster fires rapidly by pressing Ⓑ quickly; the blasts do increasingly less damage the more times you fire the Blaster, and they don't stun opponents when they hit. The Fox Illusion is a great sneak attack to pull on enemies that get too close. Charge up the Fire Fox technique by holding Ⓑ, and use ◎ to choose its direction while it's charging.

Fox McCloud's Trophies

Classic Trophy

Adventure Trophy

All-Star Trophy

Fox's Moves

Situation	Buttons	Move	Max. Damage
On the ground	Ⓐ	Jab	4
	Ⓐ, Ⓐ	Straight	4, 4 (8)
	Ⓐ, Ⓐ, Ⓐ...	Rapid Kick	4, 4, 1 (9)
	→, Ⓐ	Fox Kick	9
	↑, Ⓐ	Back Kick	12
	↓, Ⓐ	Fox Tail	10
	⇨, Ⓐ	Roundhouse Kick	Up to 20
	⇧, Ⓐ	Flip Kick	Up to 24
	⇩, Ⓐ	Fox Split	Up to 20
	+ Control Pad Up	Taunt: "Come on!"	—
Running	Ⓐ	Jumping Side Kick	7
In the air	Ⓐ	Flying Kick	12
	→, Ⓐ	Tornado Kick	Varies, depending on the number of hits
	←, Ⓐ	Reverse Spin Kick	12
	↑, Ⓐ	McCloud Flip	13
	↓, Ⓐ	Air Drill	Varies, depending on the number of hits
Grabbing opponent	Ⓐ	Knee	3
	→	Elbow Bash	3
	←	Skeet Blaster	7
	↑	Star Blaster	7
	↓	Floor Blaster	4
On the ground or in the air	Ⓑ	Blaster (Keep pressing to continue firing)	3
	⇨, Ⓑ	Fox Illusion	7
	↑, Ⓑ	Fire Fox	14 (18 if opponent is caught in the beginning fire)
	↓, Ⓑ	Reflector (Hold to continue using)	5

All damage percentages are unofficial estimations. In addition, there is no official list of Meteor moves, and any moves labeled as such represent the authors' best estimation.

Tips for Playing as Fox

Fox has good speed and agility, which helps keep him from being overwhelmed and often allows him to dictate the way a fight unfolds. His Smash attacks are on par with many other characters', as are his strong and aerial attacks. Although not devastating, his grab moves do decent amounts of damage and are there to fall back on if nothing else is working. Although Fox has a decent vertical jump, he drops like a stone, so stay toward the middle of a stage with him.

Fox's Special attack, Blaster, can quickly chop down his opponents if used correctly. By timing your button pressing just right, you can keep Fox blasting more and reloading less. This is a very useful Special attack, allowing you to effectively use Fox from a distance. His Reflector Special attack protects him from missile attacks and sends those missiles flying back in the direction they were fired from. It also damages anyone close to him.

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Ness

First Appearance

EarthBound, June 1995

How to Unlock

Ness is immediately playable.

Alternate Costumes

Press Ⓧ or Ⓨ at the Character Select menu to access alternate costumes.

PK Flash

PK Fire

PK Thunder

PSI Magnet

Bio

Ness, a young boy from the suburbs of Onett, was living a quiet, normal life until a meteor crashed to earth on a mountain near Ness's home. Since then, Ness has learned a variety of psychic attacks and defenses (PSI) and journeyed through wild adventures, showing that sometimes a little guy with a big heart is all it takes to save the day.

Ness is one of the most unique of the Super Smash Bros. characters. His standard attacks aren't that impressive, but his unusual Special attacks inflict tremendous damage when used by players who know what they're doing. Ness has a special double-jump that covers tremendous vertical distances. Both his PK Flash and PK Thunder unleash bolts of PSI energy that can be directed with ○ once fired. Hold Ⓑ to charge the PK Flash up before releasing it. If you direct the PK Thunder so that it hits Ness, he becomes a human missile that does extraordinary damage.

PK Fire hurls a jet of flame at enemies facing Ness; it damages any foe it hits and keeps burning and inflicting more damage for a few seconds afterward. The PSI Magnet absorbs energy attacks (like the Ray Gun, the Super Scope, and many Pokémon attacks) and turns them into healing energy for Ness.

Ness's Trophies

Classic Trophy

Adventure Trophy

All-Star Trophy

Ness's Moves

Situation	Buttons	Move	Max. Damage
On the ground	Ⓐ	Hook	3
	Ⓐ, Ⓐ	Straight	3, 2 (5)
	Ⓐ, Ⓐ, Ⓐ	Kick	3, 2, 4 (9)
	→, Ⓐ	Short Kick	11
	↑, Ⓐ	Push Up	7
	↓, Ⓐ	Squat Kick	3
	⇨, Ⓐ	Home-Run Swing	Up to 30
	⇳, Ⓐ	Around the World	Varies, depending on the number of hits
	⇳, Ⓐ	Walk the Dog	Varies, depending on the number of hits
	+ Control Pad Up	Taunt: "OK!"	—
Running	Ⓐ	PK Shove	5, 3, 7 (15)
In the air	Ⓐ	Ness Spin	11
	→, Ⓐ	Flying PK Shove	15
	←, Ⓐ	PK Drop Kick	16
	↑, Ⓐ	Jumping Headbutt	13
	↓, Ⓐ	Meteor Kick	12
Grabbing opponent	Ⓐ	Captive Headbutt	3
	→	PK Throw	11
	←	Reverse PK Throw	11
	↑	Cowboy PK Throw	10
	↓	PK Inferno	8
On the ground or in the air	Ⓑ	PK Flash	Up to 36 (direct with analog)
	⇨, Ⓑ	PK Fire	15
	↑, Ⓑ	PK Thunder (direct with ○)	8
	↑, Ⓑ	PK Thunder (hit self)	25
	↓, Ⓑ	PSI Magnet (absorbs energy attacks)	—

All damage percentages are unofficial estimations. In addition, there is no official list of Meteor moves, and any moves labeled as such represent the authors' best estimation.

Tips for Playing as Ness

Ness may seem like a weak little guy at first, but his PSI powers, when used properly, more than make up for any shortcomings. Both his PK Thunder and PK Flash can be controlled using ○ if you hold down Ⓑ after using them. His Home-Run Swing Smash attack is extremely powerful, doing up to 30 percent damage and sending his opponent flying. Ness has solid grab moves too, so he's able to mix it up at close range as well as from a distance, though he's best when he sits back and lets enemies walk right into his Special attacks.

Ness's Special attacks use his PSI powers, and therefore should be used often. His PK Flash is by far the most powerful, especially when fully charged, but it is slow and so must be used carefully. His PK Fire is good for some quick damage, and his PSI Magnet is useful because it turns all energy-based attacks against him into health! Also, if Ness hits himself with the PK Thunder Special attack, he turns into a human missile, flying straight in the direction he's facing and doing 25 percent damage to anyone in his path.

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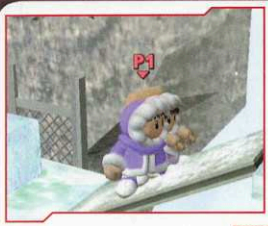


Ice Climbers

First Appearance

Ice Climber, October 1985

How to Unlock

Ice Climbers are immediately playable.

Alternate Costumes

Press Ⓡ or Ⓛ at the Character Select menu to access alternate costumes.

Ice Shot

Squall Hammer

Belay

Blizzard

Bio

Nana and Popo have come out of their long retirement to return to the video game world in *Super Smash Bros. Melee*. The pair was last seen 15 years ago in the NES classic, *Ice Climber*, in which they scaled frozen mountains, fought polar bears, and battled condors that lurked atop icy summits.

When Popo is wearing his blue or green parkas, he's the controllable character. When Nana's wearing pink or orange, she's in charge. The Ice Climber not being controlled by the player tags along his or her partner, attacking enemies that get too close and helping out with double-team attacks. If the CPU-controlled character is KO'd, the Ice Climbers aren't out of the fight, but they also can't use their devastating Special attacks.

Ice Shot fires a chunk of ice at foes, and Squall Hammer is a spinning attack that results in multiple hits for high damage. Nana and Popo can freeze nearby opponents with Blizzard, and they can use their Belay move as a super jump to recover from KOs.

Ice Climbers' Trophies

Classic Trophy

Adventure Trophy

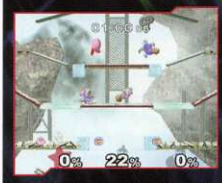
All-Star Trophy

Ice Climbers' Moves

Situation	Buttons	Move	Max. Damage
On the ground	Ⓐ	Pound	2, 1 (3)
	Ⓐ, Ⓐ	Upswing	2, 1, 4, 3, (10)
	→, Ⓐ	Hammer Swing	8, 7 (15)
	↑, Ⓐ	Hammer Spin	Up to 20
	↓, Ⓐ	Shin Attack	5, 4 (9)
	⇨, Ⓐ	Ice Hammer	Up to 19, 17 (36)
	⇧, Ⓐ	Icicle Crasher	Up to 15, 13 (28)
	⇩, Ⓐ	Hammer Sweep	Up to 17, 14 (31)
	+ Control Pad Up	Taunt: Hold Out Mallets	—
Running	Ⓐ	Scoop	9, 8 (17)
In the air	Ⓐ	Icy Whirlwind	8, 7 (15)
	→, Ⓐ	Hammer Slam	11, 10 (21)
	←, Ⓐ	Reverse Swing	12, 10 (22)
	↑, Ⓐ	Hammer Reach	9, 8 (17)
	↓, Ⓐ	Hammer Ride	9, 9 (18)
Grabbing opponent	Ⓐ	Cold Headbutt	3, 2 (5)
	→	Hockey Slapshot	6, 5 (11)
	←	Snow Mt. Throw	7
	↑	Icicle Toss	6, 5 (11)
	↓	Avalanche Crusher	6
On the ground or in the air	Ⓑ	Ice Shot	5, 5 (10)
	⇨, Ⓑ	Squall Hammer	Varies, depending on the number of hits
	↑, Ⓑ	Belay	16
	↓, Ⓑ	Blizzard	Varies, depending on the number of hits

All damage percentages are unofficial estimations. In addition, there is no official list of Meteor moves, and any moves labeled as such represent the authors' best estimation.

Tips for Playing as Ice Climbers



Ice Climbers are powerful characters, not only because they're fast and deadly with their mallets, but because there are two of them! This means that every time you attack, they both execute the attack, effectively dealing double damage! If Nana is somehow eliminated, you can still fight as Popo, but it's much harder without your partner.

The Ice Climbers' Special attacks focus on freezing their opponents so that they can start hammering them. The Ice Shot sends icicles sliding at opponents, doing 5 percent damage each (two icicles are shot if you still have both of your Climbers). The Squall Hammer Special attack is extremely useful for dealing with multiple opponents, because it spins out and strikes many times. Blizzard is also very useful, because it can freeze enemies, exposing them to a major offensive Ice Climber style.

Kirby

First Appearance

Kirby's Dream Land, August 1992

How to Unlock

Kirby is immediately playable.

Alternate Costumes

Press Ⓡ or Ⓛ at the Character Select menu to access alternate costumes.

Swallow

Hammer

Final Cutter

Stone

Bio

Kirby is less than a foot tall, but this pint-sized power house from the planet Pop Star has won his share of battles, on and off the *Super Smash Bros.* stage. His defeat of King Dedede earned him his honorary citizenship in Dream Land.

Though his light weight sends him flying when hit, he's capable of jumping as many as five times in a row, which is a handy way to recover. His Swallow attack sucks in nearby foes, and if he manages to hang onto them for more than a couple of seconds, he spits them back out, mimics their appearances, and uses their Ⓑ Special attack (see "Tips for Playing").

It takes a second for Kirby to swing his Hammer attack, but it does solid damage if it hits. His Stone technique temporarily transforms him into a heavy object, which crashes down with great force and damages anyone caught under it. The Final Cutter is an up-and-down sword slash that sends out a wave of energy, which makes it a move capable of hitting a foe several times.

Kirby's Trophies

Classic Trophy

Adventure Trophy

All-Star Trophy

Kirby's Moves

Situation	Buttons	Move	Max. Damage
On the ground	Ⓐ	Right Punch	3
	Ⓐ, Ⓐ	Left Punch	3, 4 (7)
	Ⓐ, Ⓐ, Ⓐ...	Vulcan Jab	3, 4, 1 (8)
	→, Ⓐ	Spinning Kick	11
	↑, Ⓐ	Back Kick	8
	↓, Ⓐ	Squish Kick	10
	⇆, Ⓐ	Smash Kick	Up to 20
	⇅, Ⓐ	Kirby Flip Kick	Up to 20
	⇅, Ⓐ	Propeller Kick	Up to 19
	+ Control Pad Up	Taunt: "Hiii!"	—
Running	Ⓐ	Fire Kirby	8
In the air	Ⓐ	Twinkle Star	10
	→, Ⓐ	Spiral Kick	5, 4, 8 (17)
	←, Ⓐ	Drop Kick	14
	↑, Ⓐ	Floating Flip Kick	15
	↓, Ⓐ	Screw Driver	Varies, depending on the number of hits
Grabbing opponent	Ⓐ	Slap	3
	→	Power Bomb	8
	←	Brain Buster	8
	↑	Ninja Drop	10
	↓	Victory Dance	7
On the ground	Ⓑ	Swallow (Steals opponent's Ⓑ move)	—
or in the air	⇆, Ⓑ	Hammer	Up to 23
	↑, Ⓑ	Final Cutter	8, 1, 6 (15)
	↓, Ⓑ	Stone	18

All damage percentages are unofficial estimations. In addition, there is no official list of Meteor moves, and any moves labeled as such represent the authors' best estimation.

Tips for Playing as Kirby

Kirby's not the best character for going toe-to-toe, but he has a variety of other skills that make him a worthy opponent. Kirby can jump up to five times in the air, making it difficult to catch him and knock him out of an arena. Kirby is also pretty small, and when Kirby crouches he's almost pancake-flat, so attacks sail harmlessly over his head. Kirby can also suck in his opponents with his Swallow Special attack, and then take on their Ⓑ Special attack. Here's what you'll get by using this unique ability against your foes:

- Bowser: Fire Breath
- DK: Giant Punch
- Falco: Blaster
- Ganondorf: Warlock Punch
- Jigglypuff: Rollout
- Luigi: Fireball
- Marth: Shield Breaker
- Mr. Game & Watch: Chef
- Peach: Toad
- Pikachu: Thunder Jolt
- Samus: Charge Shot
- Yoshi: Egg Lay
- Zelda: Nayru's Love
- Captain Falcon: Falcon Punch
- Dr. Mario: Megavitamins
- Fox: Blaster
- Ice Climbers: Ice Shot
- Link: Bow
- Mario: Fireball
- Mewtwo: Shadow Ball
- Ness: PK Flash
- Pichu: Thunder Jolt
- Roy: Flare Blade
- Sheik: Needle Storm
- Young Link: Fire Bow

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Samus Aran

First Appearance

Metroid, August 1989

How to Unlock

Samus is immediately playable.

Alternate Costumes

Press Ⓡ or Ⓛ at the Character Select menu to access alternate costumes.

Charge Shot

Missile

Screw Attack

Bomb

Bio

Samus Aran wears a unique Power Suit, which was created by the Choso race and is energized by their blood. A bounty hunter by trade, Samus eliminated the Metroid infestation on the planet Zebes in the NES classic, *Metroid*, and shocked the world by revealing that this two-fisted, take no prisoners warrior was female! Samus is the sole survivor of Earth colony K-2L and was orphaned following a pirate raid on the colony. Samus has that rare and valuable mix of powerful long- and short-distance attacks, making her a tough opponent under any circumstances. Her Charge Shot can be powered up by holding down 2 before firing, and it's the most powerful offensive maneuver she's got. When fired normally, her Missiles have the capacity to home in on enemies, but when fired as Smash attacks, they travel in a straight line and do more damage.

Samus's Screw Attack hits overhead foes multiple times and can be used as a "third jump" type of recovery move. She can also curl up safely inside of her armor and drop Bombs, which damage any foe in the immediate area; the Bomb blast won't injure Samus, but she can ride the shockwave to perform Bomb Jumps that propel her even higher. Her Grappling Beam gives her an extended range for grab attacks and can also latch onto walls to prevent her from falling to a KO.

Samus's Trophies

Classic Trophy

Adventure Trophy

All-Star Trophy

Samus's Moves

Situation	Buttons	Move	Max. Damage
On the ground	Ⓐ	Straight	3
	Ⓐ, Ⓐ	Cannon Hammer	3, 7 (10)
	→, Ⓐ	Spin Kick	13
	↑, Ⓐ	Hell Kick	14
	↓, Ⓐ	Earth Blaster	8
	⇨, Ⓐ	Cannon Lunge	Up to 19
	⇧, Ⓐ	Cover Fire	Up to 21
	⇩, Ⓐ	Spinning Leg Sweep	Up to 21
	+ Control Pad Up	Taunt: Cannon Check	—
Running	Ⓐ	Shoulder Tackle	13
In the air	Ⓐ	Chozo Kick	14
	→, Ⓐ	Aerial Fire	14
	←, Ⓐ	Flying Back Kick	10
	↑, Ⓐ	Drill Kick	Varies, depending on the number of hits
	↓, Ⓐ	Meteor Cannon	16
Grabbing opponent	Ⓐ	Chozo Chop	3
	→	Beam Throw	9
	←	Reverse Beam Throw	8
	↑	Beam Launch	7
	↓	Beam Shot	6
On the ground or in the air	Ⓑ	Charge Shot	Up to 25
	⇨, Ⓑ	Missile	12
	→, Ⓑ	Heat Seeker	5
	↑, Ⓑ	Screw Attack	12
	↓, Ⓑ	Bomb	7

All damage percentages are unofficial estimations. In addition, there is no official list of Meteor moves, and any moves labeled as such represent the authors' best estimation.

Tips for Playing as Samus

Samus combines speed with strength, then adds deadly long-range attacks. She's capable of mixing it up and holding her own in almost any situation. Her Smash attacks aren't the most powerful, but they get the job done, and Samus makes up for the damage with her powerful strong and jumping attacks.

Samus's Special attacks are versatile, to say the least. Her Charge Shot is her main offensive Special attack—it does 25 percent damage at full charge. Her Missile attack can be fired as a Smash attack, sending out a missile that does 12 percent damage, or as a strong attack that sends out a guided missile that does only 5 percent damage but seeks out her opponent.

Zelda

First Appearance

The Legend of Zelda, July 1987

How to Unlock

Zelda is immediately playable.

Alternate Costumes

Press ⓧ or ⓨ at the Character Select menu to access alternate costumes.

Nayru's Love

Din's Fire

Farore's Wind

Transform

Bio

Zelda, a master of arcane magic, is the crown princess of Hyrule and a close companion to Link, whom she called upon to save her kingdom after receiving revealing visions in the world of dreams. Her knowledge of the Triforce, the most powerful magic artifact in all of Hyrule, is second only to that of the evil Ganondorf, who has menaced the kingdom repeatedly over the last fifteen years.

Zelda's most significant ability in *Super Smash Bros. Melee* (which she first demonstrated in *Ocarina of Time*) is her magical ability to Transform into her alter-ego, Sheik. In her normal form, her magical attacks are slow but powerful, but as Sheik, she moves like lightning and has a completely different martial arts-based move list (see Sheik's character bio for more information). When in her normal form, Zelda is a light fighter who gets sent flying easily, so fight defensively and wait for an opportunity to strike.

Naryu's Love reflects projectile attacks back at Zelda's attackers and can also be used offensively to damage nearby foes. Her Lighting Kick is her most powerful attack, but it needs to be aimed precisely in order to do any significant damage. Farore's Wind teleports Zelda in any direction indicated by ○ and can be used as a quick escape or a recovery move.

Zelda's Trophies

Classic Trophy

Adventure Trophy

All-Star Trophy

Zelda's Moves

Situation	Buttons	Move	Max. Damage
On the ground	Ⓐ	Short Flash	5
	→, Ⓐ	Mystic Swipe	13
	↑, Ⓐ	Protective Sweep	11
	↓, Ⓐ	Trip	7
	⇨, Ⓐ	Shining Palm	Up to 22
	⇧, Ⓐ	Power Sweep	Up to 18
	⇩, Ⓐ	Compass Spin	Up to 15
	+ Control Pad Up	Taunt: Clasp Hands	—
Running	Ⓐ	Magical Push	13
In the air	Ⓐ	Magic Spin	Varies, depending on the number of hits
	→, Ⓐ	Lighting Kick	10
	←, Ⓐ	Reverse Lighting Kick	10
	↑, Ⓐ	Condensed Blast	13
	↓, Ⓐ	Meteor Heel	8
Grabbing opponent	Ⓐ	Hex	3
	→	Levitation	12
	←	Reverse Levitation	11
	↑	Levitation Launch	11
	↓	Plasma Blast	9
On the ground or in the air	Ⓑ	Nayru's Love	12
	⇨, Ⓑ	Din's Fire (use ○ to direct while holding Ⓑ; release Ⓑ to ignite	Up to 13
	↑, Ⓑ	Farore's Wind (use ○ to direct)	4
	↓, Ⓑ	Transform (into Sheik)	—

All damage percentages are unofficial estimations. In addition, there is no official list of Meteor moves, and any moves labeled as such represent the authors' best estimation.

Tips for Playing as Zelda

Zelda's speed and magical powers combine to form a tough opponent. Her ability to become a different character, Sheik, can create chaos mid-battle and turn the tide of the fight. Zelda's attacks all do respectable amounts of damage considering her size, but she's a little slow on the draw and is quickly overwhelmed. Don't go looking for fights when Zelda isn't in her Sheik form—just deal with opponents who get too close.

Zelda can get out of harm's way quickly with her Special move, Farore's Wind, which teleports her in any direction in a blink (choose the direction with ○). Her Din's Fire is a good (if slow) long-range attack, because it can be controlled with ○ and set off at any time by releasing Ⓑ. And, of course, being able to transform into the super-speedy Sheik at any time is a huge advantage that can throw off an opponent's timing.

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Sheik (Zelda's Alter Ego)

First Appearance

The Legend of Zelda: Ocarina of Time, November 1998

How to Unlock

Zelda is immediately playable. To use Sheik during a battle, use Zelda's Transform move (↓ Ⓑ).

Alternate Costumes

Press ⓡ or ⓛ at the Character Select menu to access alternate costumes.

Needle Storm

Chain

Vanish

Transform

Bio

Taking the name of the ancient Sheikah tribe, Zelda Transforms into Sheik when it's too dangerous to go out looking like the crown princess of Hyrule. In *Super Smash Bros. Melee*, the transformation is immediate, completely changing her physical appearance and fighting style. Instead of Zelda's slower magical attacks, Sheik unleashes a flurry of punches and kicks.

When using Zelda, players should always keep in mind that they essentially have two completely different characters to choose from. Sheik is excellent against lighter, faster opponents who could normally hit Zelda before she gets a chance to attack. The best strategy is to follow up each of Sheik's attacks with other attacks, stringing together combinations of moves that don't do much damage individually but quickly wear even the toughest foes down when used together.

Holding down Ⓑ when using the Needle Storm increases the number of needles thrown; the needles are hard to see and, therefore, hard to dodge. Moving ○ after using Sheik's Chain attack whips the chain around to hit multiple foes or the same foe repeatedly. Transform is similar to Farore's Wind, except its range is shorter, and it's accompanied by a small explosion that damages enemies standing too close.

Sheik's Trophies

Classic Trophy

Adventure Trophy

All-Star Trophy

Sheik's Moves

Situation	Buttons	Move	Max. Damage
On the ground	Ⓐ	Slicing Blade	4
	Ⓐ, Ⓐ	Cutting Blade	4, 3 (7)
	Ⓐ, Ⓐ, Ⓐ...	Piercing Blade	4, 3, 1, (8)
	→, Ⓐ	Wheel Kick	7
	↑, Ⓐ	Bow Form	8, 3 (11)
	↓, Ⓐ	Crouching Sweep	8
	⇨, Ⓐ	Double Snake	Up to 7, 12 (19)
	⇧, Ⓐ	Razor Wing	Up to 17
	⇩, Ⓐ	Windmill	Up to 17
	+ Control Pad Up	Taunt: Fighting Pose	—
Running	Ⓐ	Gale Form	10
In the air	Ⓐ	Falling Leaves	14
	→, Ⓐ	Hatchet	13
	←, Ⓐ	Flying Swallow	8
	↑, Ⓐ	Vortex Form	12
	↓, Ⓐ	Butcher Bird	11
Grabbing opponent	Ⓐ	Forearm	3
	→	Battering Ram	8
	←	Backlash	7
	↑	Standing Crane	8
	↓	Guillotine	8
On the ground or in the air	Ⓑ	Needle Storm (hold to charge)	Up to 16
	⇨, Ⓑ	Chain (hold and move ○ to use chain)	6 (initial)
	↑, Ⓑ	Vanish (control with ○)	12
	↓, Ⓑ	Transform (back into Zelda)	—

All damage percentages are unofficial estimations. In addition, there is no official list of Meteor moves, and any moves labeled as such represent the authors' best estimation.

Tips for Playing as Sheik

You can't choose Sheik from the Character Select menu, but she's still her own character in every way, with a completely different moves list than Zelda's normal form. She has abilities that her alter ego doesn't have; Sheik is far faster than Zelda, and can close in on her foes in a blink. Her attacks lack Zelda's magical power, so they do less damage, but they are usually much faster and easier to string together into combos. Sheik's Special attack, Needle Storm, is a good long distance attack that fires several metal needles at her opponents (more needles the longer you charge the move). Her Chain attack is great for opponents who continually rush you from the front, because you can use Chain continually and whip your enemies with it for as long as you like. Sheik can also teleport like Zelda with her Vanish Special attack—Sheik has less range then Zelda, but the move also does a small amount of damage to any nearby enemies.

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Link

First Appearance

The Legend of Zelda, July 1987

How to Unlock

Link is immediately playable.

Alternate Costumes

Press ⓧ or ⓨ at the Character Select menu to access alternate costumes.

Bow

Boomerang

Spin Attack

Bomb

Bio

Link started his adventuring career as a young boy with a wooden sword, but his youth didn't stop him from saving the land of Hyrule (and Princess Zelda) from the evil of Ganondorf several times over. Even though the series of games in which he has appeared is called "The Legend of Zelda," Link's heroic deeds will not be forgotten in the pages of history. Link is one of a very select few who have actually held the Triforce. Because Link carries so many weapons and items on his person, he's not a fast moving character, but his combat prowess is second to none. He has several different sword strikes for melee combat, as well as a variety of missile attacks, making him a well-balanced character that's strong on offense.

Link's Bow and Boomerang are both terrific ranged attacks, and holding down Ⓑ when using the Bow pulls the bowstring back even further for a longer and more powerful shot. He can only pull out a Bomb if he's not carrying another item, but the Bombs' destructive power erases much of the need for any other item. Link's Spin Attack is a powerful offensive move against nearby foes, capable of scoring multiple hits, and it can also be used as a "third jump" recovery move.

Link's Trophies

Classic Trophy

Adventure Trophy

All-Star Trophy

Link's Moves

Situation	Buttons	Move	Max. Damage
On the ground	Ⓐ	Slash	5
	Ⓐ, Ⓐ	Counter Slash	5, 3 (8)
	Ⓐ, Ⓐ, Ⓐ	Stab	5, 3, 6, (14)
	Ⓐ, Ⓐ, Ⓐ...	Illusion Stab	5, 3, 6, 1 (15)
	→, Ⓐ	Sword Chop	14
	↑, Ⓐ	Half-Moon Swipe	9
	↓, Ⓐ	Grass Cutter	11
	↔, Ⓐ	Sword Slice, Double Sword Slice	Up to 19
	↔, Ⓐ	Triple Sword Slice	Up to 20
	↔, Ⓐ	Sword Sweep	Up to 17
	+ Control Pad Up	Taunt: Fix Hair	—
Running	Ⓐ	Running Hack	12
In the air	Ⓐ	Hylian Kick	11
	→, Ⓐ	Spinning Sword	13
	←, Ⓐ	Double Kick	7, 6 (13)
	↑, Ⓐ	Stab Up	16
	↓, Ⓐ	Sword Plant	22
Grabbing opponent	Ⓐ	Hilt Strike	3
	→	Kick Out	6
	←	Reverse Kick Out	6
	↑	Sword Launch	6
	↓	Flying Elbow	6
On the ground or in the air	Ⓑ	Bow (hold to charge)	Up to 18
	↔, Ⓑ	Boomerang	6
	↑, Ⓑ	Spin Attack	15
	↓, Ⓑ	Bomb (press Ⓐ to throw)	8

All damage percentages are unofficial estimations. In addition, there is no official list of Meteor moves, and any moves labeled as such represent the authors' best estimation.

Tips for Playing as Link

Link is an extremely well-rounded character. His main advantage in a fight is his long reach with his sword and the respectable damage he deals with it. His Hookshot (Z) can be used to grab rocks and ledges to save him from a fall. Link specializes in being able to strike from almost any situation with his sword. He's a little slow getting started on an attack, but once he hits, he can set up combos by bouncing opponents into walls and back toward his sword. His Sword Sweep move handles enemies that try to surround him while he's attacking.

Though Link's Bow Special attack is his most powerful, perhaps his most useful is his Spin Attack, which attacks enemies on either side of him, and can save him from a fall as a sort of third jump when used at the correct time. His Bomb Special attack arms him with a deadly explosive, which works well against foes who think they can sit back and wait for him to rush in for the attack.

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Jigglypuff

First Appearance

Pokémon Red and *Blue*, September 1998

How to Unlock

Unlock Jigglypuff by completing Classic or Adventure mode once, or by completing more than 50 VS. Mode matches. This triggers a one-on-one fight against Jigglypuff. Defeat it to get it as a playable character.

Alternate Costumes

Press ⓡ or ⓛ at the Character Select menu to access alternate costumes.

Rollout

Pound

Sing

Rest

Bio

Jigglypuff, who evolves into Wigglytuff in the presence of a Moonstone, is one of the cutest Pokémon known to trainers. Don't let its big round eyes and soothing voice fool you into thinking Jigglypuff is a pushover; it knows several powerful techniques, though it is a tricky character to master.

Jiggypuff's basic attacks are quite weak, and it's easily sent flying off of the stage due to its small mass. However, like Kirby, Jigglypuff can jump up to five times in a row, which is a truly handy way to avoid enemies and prevent KOs.

Pound is Jigglypuff's best offensive move, and it can also be used as a recovery move. Rollout can mow down adjacent foes quickly, but it's also easy to lose control of the move and send Jigglypuff flying off of the edge of the stage. Nearby foes on the ground can be put to sleep with the Sing attack, but this move won't work on airborne enemies. If an opponent hits Jigglypuff at the exact instant it uses Rest, the sleepy Pokémon fires a knockout energy force from the center of its body; this is a difficult move to master, but it's absolutely essential for any player who plans on using Jigglypuff frequently.

Jigglypuff's Trophies

Classic Trophy

Adventure Trophy

All-Star Trophy

Jigglypuff's Moves

Situation	Buttons	Move	Max. Damage
On the ground	Ⓐ	Left Jab	3
	Ⓐ, Ⓐ	Right Jab	3, 3 (6)
	→, Ⓐ	Rolling Kick	10
	↑, Ⓐ	Back Kick	9
	↓, Ⓐ	Trip	10
	⇨, Ⓐ	Lunge Kick	Up to 23
	⇧, Ⓐ	Headbutt	Up to 19
	⇩, Ⓐ	Jiggly Split	Up to 16
	+ Control Pad Up	Taunt: "Jigglypuff!"	—
Running	Ⓐ	Jiggly Ram	12
In the air	Ⓐ	Jigglypuff Kick	12
	→, Ⓐ	Drop Kick	12
	←, Ⓐ	Spinning Back Kick	12
	↑, Ⓐ	Mow Down	12
	↓, Ⓐ	Spinning Kick	Varies, depending on the number of hits
Grabbing opponent	Ⓐ	Slap	3
	→	Bumper	5, 7 (12)
	←	Back Buster	10
	↑	Puff Launch	11
	↓	Grinder	8
On the ground or in the air	Ⓑ	Rollout (hold to charge)	Up to 18
	⇨, Ⓑ	Pound	13
	↑, Ⓑ	Sing (puts opponent to sleep)	—
	↓, Ⓑ	Rest (opponent must be extremely close to you to be hit, timing is critical)	28

All damage percentages are unofficial estimations. In addition, there is no official list of Meteor moves, and any moves labeled as such represent the authors' best estimation.

Tips for Playing as Jigglypuff

Jigglypuff is definitely not a toe-to-toe fighter. It tends to stay out of its opponent's reach and suddenly slip in for unexpected attacks. Its grab moves are surprisingly strong for its small size. Jigglypuff, like Kirby, can jump five times in midair, making it hard for its opponents to knock it out of the battle area. Jigglypuff has some very interesting Special attacks. Its Sing Special move does no damage, but puts any nearby opponent to sleep for a few seconds—enough time for a powerful Smash attack! One of the strangest Special attacks in the game, Jigglypuff's Rest Special attack makes Jigglypuff go to sleep, but if any other character is very, very close by when it nods off, that character is hit for 28 percent damage. Since this move leaves Jigglypuff helpless for a second or two, proper timing and placement are critical. Use it when someone is just about to land on your head.

Dr. Mario

First Appearance

Dr. Mario, October 1990

How to Unlock

Unlock Dr. Mario by successfully completing Classic, Adventure, or All-Star mode with Mario without continuing, or by completing more than 100 VS. Mode matches. This triggers a one-on-one fight against Dr. Mario. Defeat him to get him as a playable character.

Alternate Costumes

Press ⓡ or ⓛ at the Character Select menu to access alternate costumes.

Megavitamins

Super Sheet

Super Jump Punch

Dr. Tornado

Bio

We're not sure exactly where Mario got his doctorate from, nor do we know how he found the time to get it with all of the adventures he's always getting roped into. Be that as it may, Dr. Mario (with his loyal assistant, Princess Peach) has devoted countless hours to coming up with new vitamin capsules to destroy killer viruses. Dr. Mario has yet to meet the virus he couldn't cure. Dr. Mario is almost identical to his under-educated alter-ego, so if you've mastered Mario, you'll have no trouble playing Dr. Mario. Dr. Mario is a bit heavier and a tad slower (he spends his hours in the lab, not the gym), and his Megavitamins do slightly more damage than Mario's Fireballs, though their trajectory is less predictable.

Like Mario's Cape, Dr. Mario's slightly longer Super Sheet spins opponents in the opposite direction and reflects missile attacks. The Dr. Tornado damages nearby foes and sends them flying in a variety of directions.

Dr. Mario's Trophies

Classic Trophy

Adventure Trophy

All-Star Trophy

Dr. Mario's Moves

Situation	Buttons	Move	Max. Damage
On the ground	Ⓐ	Left Jab	4
	Ⓐ, Ⓐ	Right Cross	4, 3 (7)
	Ⓐ, Ⓐ, Ⓐ	Toe Kick	4, 3, 6, (13)
	→, Ⓐ	Dr. Kick	8
	↑, Ⓐ	Uppercut	10
	↓, Ⓐ	Reflex Test	9
	⇨, Ⓐ	Defibrillator	Up to 25
	⇧, Ⓐ	Ear, Nose and Throat	Up to 21
	⇩, Ⓐ	Surgical Sweep	Up to 24
	+ Control Pad Up	Taunt: Pill Flip	—
Running	Ⓐ	Slide	8
In the air	Ⓐ	Dr. Kick	10
	→, Ⓐ	Dr. Punch	17
	←, Ⓐ	Drop Kick, M.D.	8
	↑, Ⓐ	Bicycle Kick	10
	↓, Ⓐ	Bone Drill	11
Grabbing opponent	Ⓐ	Eye Exam	3
	→	Routine Physical	9
	←	Traction	12
	↑	Check Up	8
	↓	Hospital Bed	6
On the ground or in the air	Ⓑ	Megavitamins	8
	⇨, Ⓑ	Super Sheet (deflects missile attacks)	12
	↑, Ⓑ	Super Jump Punch	13
	↓, Ⓑ	Dr. Tornado	10

All damage percentages are unofficial estimations. In addition, there is no official list of Meteor moves, and any moves labeled as such represent the authors' best estimation.

Tips for Playing Dr. Mario

Playing Dr. Mario is a whole lot like playing the main man Mario, but there are a few small changes. They share the same speed and almost the same moves list, but most of Dr. Mario's moves do slightly more damage than Mario's (must be all those vitamins). While their Special attacks are basically the same, the Megavitamins do more damage than Mario's Fireball, and Dr. Mario's Super Sheet does more damage than Mario's Cape. The Super Sheet can be used to deflect missile attacks in the same way as the Cape.

Dr. Mario is a bit slower than plumber Mario, but this difference is almost as insignificant as the difference in their power. Dr. Mario is a great second character choice for players who have mastered Mario, but if you don't like using the red-and-blue incarnation, you probably won't enjoy the good doctor either.

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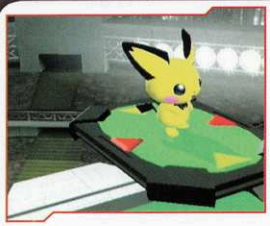


Pichu

First Appearance

Pokémon Gold and *Silver*, October 2000

How to Unlock

Unlock Pichu by successfully completing Event Match 37 (Legendary Pokémon), or by completing more than 200 VS. Mode matches. This triggers a one-on-one fight against Pichu. Defeat it to get it as a playable character.

Alternate Costumes

Press ⓡ or ⓛ at the Character Select menu to access alternate costumes.

Thunder Jolt

Skull Bash

Agility

Thunder

Bio

Just when you thought that there couldn't possibly be a Pokémon cuter than Pikachu, along comes Pichu, the unevolved version of Pikachu. This baby Electric-type Pokémon has electrical attacks similar to Pikachu's, but its youth and inexperience prevent it from using them as well as Pikachu can.

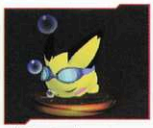
Pichu is slightly faster than Pikachu, and since it's smaller, it's also more difficult to hit. However, Pichu is the lightest and weakest character in *Super Smash Bros. Melee*, and the fact that it damages itself every time it uses one of its electrical Special attacks doesn't make Pichu the character of choice for most players. Moving in one direction with Agility causes Pichu one point of damage, and the second direction causes it three points, so limit your use of the move.

A *Super Smash Bros.* master will find that Pichu's speed is a tremendous asset, especially in 3- and 4-player free-for-alls, when it's tough to keep an eye on it. Because of its weak attacks and self-inflicted damage, Pichu must rely on items to get it through the tough scraps.

Pichu's Trophies

Classic Trophy

Adventure Trophy



All-Star Trophy

Pichu's Moves

Situation	Buttons	Move	Max. Damage
On the ground	Ⓐ	Headbutt	2
	→, Ⓐ	Pichu Kick	8
	↑, Ⓐ	Tail Smack	6
	↓, Ⓐ	Tail Sweep	7
	⇨, Ⓐ	Thundershock	Up to 20
	⇧, Ⓐ	Jumping Headbutt	Up to 21
	⇩, Ⓐ	Pinning Mouse	Up to 17
	+ Control Pad Up	Taunt: "Pichu!"	—
Running	Ⓐ	Running Headbutt	8
In the air	Ⓐ	Pichu Roll	12
	→, Ⓐ	Electric Drill	Varies, depending on the number of hits
	←, Ⓐ	Glider	9
	↑, Ⓐ	Tail Chop	4
	↓, Ⓐ	Electric Screw	15
Grabbing opponent	Ⓐ	Electric Shock	3
	→	Electrocution	9
	←	Submission	9
	↑	Electric Skull	5
	↓	Electric Slam	5
On the ground or in the air	Ⓑ	Thunder Jolt (does 1 damage to you each use)	10
	⇨, Ⓑ	Skull Bash (hold to charge; does 1 damage to you each use)	39
	↑, Ⓑ	Agility (does 1 damage to you for each use, press ⓡ to make a second warp at a cost of 3 damage)	—
	↓, Ⓑ	Thunder	13

All damage percentages are unofficial estimations. In addition, there is no official list of Meteor moves, and any moves labeled as such represent the authors' best estimation.

Tips for Playing as Pichu

Pichu's small size makes it hard to hit, especially when it's moving—and it's got plenty of moves to keep it moving. Its attacks aren't the most powerful, but its speed is second to none. A good strategy for Pichu is to stay at a distance, rely on items whenever possible, and strike quickly. In a one-on-one fight, Pichu will be quickly overwhelmed, but it's a fast and effective partner for team battles.

Pichu's Special attacks are similar to Pikachu's except for one big difference: All of Pichu's Special attacks hurt it when it uses them. Pichu's Agility Special move is just like Pikachu's Quick Attack, except it does 4 percent damage to Pichu and it doesn't do any damage to opponents. It is still very useful for getting Pichu out of danger, however. Thunder Jolt hurts Pichu 1 percent and Thunder hurts it 3 percent each use. Pichu's Skull Bash is its most powerful Special attack, doing 1 percent damage to itself and 39 percent damage to its opponents when fully charged!

Falco Lombardi

First Appearance

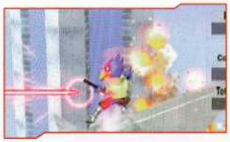
Star Fox, March 1993

How to Unlock

Unlock Falco by successfully completing the 100-Man Melee with any character, or by completing more than 300 VS. Mode matches. This triggers a one-on-one fight with Falco. Defeat him to get him as a playable character.

Alternate Costumes

Press L or R at the Character Select menu to access alternate costumes.



Blaster

Falco Phantasm

Fire Bird

Reflector

Bio

Laid back and often grumpy, Falco doesn't seem to be the sort of guy who'd work well in a team. However, as one of Star Fox's most valuable pilots, he's proven his worthiness in combat time and time again, and he respects any skilled warrior, no matter how he might feel about them personally. Falco's past is shrouded in mystery, but many of his closest compatriots are convinced that in his early years he wasn't nearly as responsible as he is now.

Falco's moves are very similar to those of Fox, with a few important distinctions. Falco is not as fast as Fox, but he has a higher jump and a longer reach in hand-to-hand combat. His attacks are not as strong as Fox's, nor is his defense up to snuff when compared to his team leader.

Falco has a Blaster similar to Fox's; it doesn't fire as rapidly, but it does briefly stun any foe that it hits, unlike Fox's shots. His Reflector deflects missile attacks, but it's also useful as an offensive move. It sends foes flying to the top of the stage, and it's impossible to see it coming.

Falco's Trophies

Classic Trophy

Adventure Trophy

All-Star Trophy

Falco's Moves

Situation	Buttons	Move	Max. Damage
On the ground	A	Jab	4
	A, A	Straight	4, 4 (8)
	A, A, A...	Rapid Kick	4, 4, 1, (9)
	→, A	Bird Kick	9
	↑, A	Back Kick	9
	↓, A	Bird Sweep	13
	⇨, A	Roundhouse Kick	Up to 23
	⇧, A	Flip Kick	Up to 19
	⇩, A	Falco Split	Up to 21
	+ Control Pad Up	Taunt: Spin and Chuckle	—
Running	A	Jumping Side Kick	9
In the air	A	Flying Kick	9
	→, A	Cyclone Kick	Varies, depending on the number of hits
	←, A	Reverse Spin Kick	15
	↑, A	Falco Flip	15
	↓, A	Air Drill	12
Grabbing opponent	A	Knee	3
	→	Elbow Bash	7
	←	Skeet Blaster	7
	↑	Star Blaster	7
	↓	Floor Blaster	4
On the ground or in the air	B	Blaster (keep pressing to continue firing)	3
	⇨, B	Falco Phantasm	7
	↑, B	Fire Bird (direct with ○ while charging)	16
	↓, B	Reflector (hold to continue using)	8

All damage percentages are unofficial estimations. In addition, there is no official list of Meteor moves, and any moves labeled as such represent the authors' best estimation.

Tips for Playing as Falco

Falco has similar moves to Fox, and their fighting styles are very much alike. They both have good speed and power and great agility to keep them out of harm's way. Some of Falco's moves, particularly his jumping attacks, do more damage than some of Fox's, and vice-versa. Falco's grab attacks aren't the best, so stick to his high-velocity strikes.

Falco's Special attacks are also similar to Fox's, but they do slightly more damage. Using proper timing, Falco's Blaster attack can be fired more quickly and can stun opponents (similar to the Ray Gun item). The Falco Phantasm is similar to Fox's Fox Illusion, and the Fire Bird is like the Fire Fox. You can direct the Fire Bird with ○ while it's charging up. The Reflector works the same as with Fox: It reflects long-range attacks back at the attacker and damages anyone nearby while it's in use.

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Marth

First Appearance

Fire Emblem (Japanese release only)

How to Unlock

Unlock Marth by using the original 14 characters in either Classic, Adventure, or VS. Mode at least once, or complete more than 400 VS. Mode matches. This triggers a one-on-one fight with Marth. Defeat him to get him as a playable character.

Alternate Costumes

Press L or R at the Character Select menu to access alternate costumes.

Shield Breaker

Dancing Blade

Dolphin Slash

Counter

Bio

Marth may be unfamiliar to American gamers, as he's only managed to land starring roles in Japanese games so far, but thanks to his inclusion in *Super Smash Bros. Melee*, this noble warrior is sure to start picking up fans on this side of the Pacific. Descended from the legendary hero Anri, Marth is the Kingdom of Altea's betrayed prince, forced into exile during Altea's invasion by Dolua. He rebelled against the invaders and slew the dragon Medeus with Falchion, his divine blade. Falchion is the key to Marth's success as a warrior. As a swordsman, he's faster than Link, though his strikes are not as powerful. Marth's endurance also leaves something to be desired, although an experienced player can use Marth's attacks to prevent foes from getting close enough to land a punch. The tip of his blade does maximum damage, so familiarize yourself with its range and keep your enemies at a sword's length.

Marth's Shield Breaker builds in power the longer B is held, and as its name implies, it's a great move for shattering an opponent's shield and leaving him or her groggy. Use C and B when using the Dancing Blade to link up to four attacks. The Dolphin Slash leaves Marth open to attack, but its speed and power make up for that. Counter blocks a foe's attack and returns a counterattack, though the move is useless against grab attacks.

Marth's Trophies

Classic Trophy

Adventure Trophy

All-Star Trophy

Marth's Moves

Situation	Buttons	Move	Max. Damage
On the ground	A	Slash	6
	A, A	Counter Slash	6, 6 (12)
	→, A	Sharp Edge	13
	↑, A	Anti-Air Slash	13
	↓, A	Low Stab	10
	↓↘→, A	Dragon Killer	Up to 27
	→↓↘, A	Justice Sword	Up to 24
	←↓↙, A	Whirlwind Blade	Up to 15
	+ Control Pad Up	Taunt: Sword Swing	—
Running	A	Raid Chop	12
In the air	A	Double Slash	4, 9 (13)
	→, A	Aerial Swipe	13
	←, A	About Face	13
	↑, A	Luna Slash	13
	↓, A	Half Moon	13
Grabbing opponent	A	Knee	3
	→	Bounce	4
	←	Throw Away	4
	↑	Emblem Toss	4
	↓	Slam	5
On the ground or in the air	B	Shield Breaker (hold to charge)	Up to 28
	→↓↘, B	Dancing Blade (use different combinations of C and B for different attacks; up to 4 attacks can be chained together)	Varies
	↑, B	Dolphin Slash	13
	↓, B	Counter (deflects close range attacks and strikes back at opponent; timing is critical)	7

All damage percentages are unofficial estimations. In addition, there is no official list of Meteor moves, and any moves labeled as such represent the authors' best estimation.

Tips for Playing as Marth

Marth has great speed and a long attack range thanks to his trusty sword, so he's a good close-range fighter for almost any battle. His attacks do the most damage when the tip of his sword hits, so use him from medium range rather than up close. His grab moves aren't very powerful, but fortunately almost all of his other attacks are. Overall, Marth is tough to catch and dangerous while attacking, though he does not have any long-range attacks.

Marth's Special attacks are strong and useful. His Shield Breaker is his main offensive Special attack in terms of sheer damage, doing 28 percent when fully charged. His Dancing Blade Special attack is deadly and versatile, allowing you to combine different attacks into a combo of up to four deadly strikes—press ←, ↑, →, or ↓ and B to execute different strikes. Marth's Counter Special attack blocks a close-range attack and strikes back at the attacker, doing 7 percent damage.

Young Link

First Appearance

The Legend of Zelda, July 1987

How to Unlock

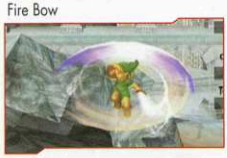
Unlock Young Link by successfully completing any Regular match (Classic, Adventure, or All-Star) with more than 10 characters, or by completing more than 500 VS. Mode matches. This triggers a one-on-one fight against Young Link. Defeat him to get him as a playable character.

Alternate Costumes

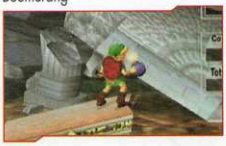
Press ⓧ or ⓨ at the Character Select menu to access alternate costumes.

Fire Bow

Boomerang



Spin Attack



Bomb

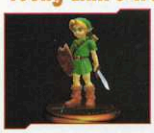
Bio

Legend of Zelda purists consider Young Link to be the true incarnation of Hyrule's legendary warrior. Although he appeared as an adult in *Ocarina of Time*, many of the exploits for which he is best known took place when he was a boy. His appearance has changed since his first appearance in 1987, lending new levels of depth to his remarkable adventuring career.

Young Link's attacks are similar to those of his older self, though slightly weaker. He's also lighter and faster, which increases his chances of hitting opponents and getting KO'd himself. Unlike his older self, Young Link has the ability to perform a series of wall jumps by tapping ◎ in the opposite direction when he hits a wall; practice this maneuver in his Target Test stage.

Young Link's Boomerang has a shorter range, though he has greater control over it. His Hookshot doesn't extend as far as Link's, but it's still very useful for grabbing opponents and ledges alike. His Fire Bow can be charged up by holding Ⓑ, but unlike Link's Bow, it also sets enemies aflame briefly if it hits. Young Link's Bombs and Spin Attack are almost identical to those used by his older self.

Young Link's Trophies



Classic Trophy

Adventure Trophy

All-Star Trophy

Young Link's Moves

Situation	Buttons	Move	Max. Damage
On the ground	Ⓐ	Slash	3
	Ⓐ, Ⓐ	Counter Slash	3, 2 (5)
	Ⓐ, Ⓐ, Ⓐ	Stab	3, 2, 5, (10)
	Ⓐ, Ⓐ, Ⓐ...	Illusion Stab	3, 2, 5, 1 (11)
	→, Ⓐ	Sword Chop	11
	↑, Ⓐ	Half-Moon Swipe	8
	↓, Ⓐ	Grass Cutter	10
	⇨, Ⓐ	Sword Slice, Double Sword Slice	Up to 13
	⇧, Ⓐ	Triple Sword Swipe	Up to 5, 2, 8 (15)
	⇩, Ⓐ	Sword Sweep	Up to 17
	+ Control Pad Up	Taunt: Lon Lon Milk	—
Running	Ⓐ	Running Hack	10
In the air	Ⓐ	Hylian Kick	12
	→, Ⓐ	Spinning Sword	12
	←, Ⓐ	Double Kick	7, 6 (13)
	↑, Ⓐ	Stab Up	15
	↓, Ⓐ	Sword Plant	17
Grabbing opponent	Ⓐ	Hilt Strike	3
	→	Kick Out	6
	←	Reverse Kick Out	6
	↑	Sword Launch	6
	↓	Flying Elbow	6
On the ground or in the air	Ⓑ	Fire Bow (hold to charge)	up to 15
	⇨, Ⓑ	Boomerang	7
	↑, Ⓑ	Spin Attack	13
	↓, Ⓑ	Bomb (press Ⓐ to throw)	11

All damage percentages are unofficial estimations. In addition, there is no official list of Meteor moves, and any moves labeled as such represent the authors' best estimation.

Tips for Playing as Young Link

Young Link is essentially regular Link, with a few slight differences. They share the same moves, but Young Link doesn't do quite as much damage as Link does. However, Young Link is faster, at moving and attacking, and since he's so small he can be difficult to hit.

Young Link's Fire Bow Special attack is similar to Link's, but it also ignites enemies it hits and does a small amount of damage to them. His Spin Attack Special attack is as useful as ever, especially when enemies surround you or when you're falling. Also, Young Link's Bomb Special attack does a bit more damage than Link's and makes a great throwing weapon in any fight.

primagames.com

Ganondorf

First Appearance

The Legend of Zelda: Ocarina of Time, November 1998

How to Unlock

Unlock Ganondorf by successfully completing Event Match 29 (Triforce Gathering) or by completing more than 600 VS. Mode matches. This triggers a one-on-one fight with Ganondorf. Defeat him to get him as a playable character.

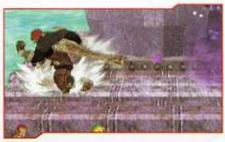
Alternate Costumes

Press L or X at the Character Select menu to access alternate costumes.

Warlock Punch

Gerudo Dragon

Dark Dive



Wizard's Foot

Bio

The persistent enemy of Zelda, Link, and the people of Hyrule in general, Ganondorf's only mission in life is to usurp the power of the Triforce and rule the land with an iron fist. The only male child born in the Gerudo tribe in a century, Ganondorf is relentless in his pursuit of what he considers to be his destiny: ultimate power.

Ganondorf is one of the slowest, heaviest characters in *Super Smash Bros. Melee*. He can't jump high, and he doesn't move quickly, but his immense size makes him difficult to KO, and his endurance is almost off the charts. When using Ganondorf, stay in the center of the stage and let your opponents come to you. Most won't be able to withstand more than a couple of Ganondorf's powerful blows before they're in danger of being KO'd.

All of Ganondorf's Special attacks are ridiculously powerful. His Warlock Punch can be charged up by holding B. If it connects after being fully charged, it often results in an instant KO. His Gerudo Dragon sends foes straight up, burning with dark purple flames. The Wizard's Foot is his quickest Special attack, and Dark Dive blasts enemies with his sinister black magic.

Ganondorf's Trophies

Classic Trophy

Adventure Trophy

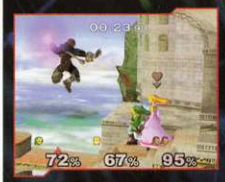
All-Star Trophy

Ganondorf's Moves

Situation	Buttons	Move	Max. Damage
On the ground or in the air	A	Thunder Punch	7
	→, A	Armor Crusher	12
	↑, A	Volcano Kick	27
	↓, A	Sweeping Snake	12
	⇨, A	Nightmare Lunge	Up to 30
	⇧, A	Tornado Kick	Up to 30, 18 (48)
	⇩, A	Leg Whip	Up to 28
	+ Control Pad Up	Taunt: Spin and Laugh	—
Running	A	Iron Shoulder	14
In the air	A	Swooping Keese	12, 10 (22)
	→, A	Skull Crusher	17
	←, A	Hidden Gauntlet	16
	↑, A	Vulture Kick	13
	↓, A	Thunder Drop	22
Grabbing opponent	A	Armored Knee	3
	→	Gut Punch	4
	←	Blind Mule Kick	4
	↑	Jaw Breaker	3
	↓	Dirt Nap	7
On the ground or in the air	B	Warlock Punch	30
	⇨, B	Gerudo Dragon	17
	↑, B	Dark Dive	13
	↓, B	Wizard's Foot	15

All damage percentages are unofficial estimations. In addition, there is no official list of Meteor moves, and any moves labeled as such represent the authors' best estimation.

Tips for Playing as Ganondorf



Ganondorf has many qualities: big, powerful, and slow, to name three. He doesn't go in for combos; usually a single punch gets the job done. His Smash attacks are without equal, doing incredible damage and sending his opponents flying off the stage. However, although Ganondorf's attacks are powerful and have a good reach, they are among the slowest in the game; he's not good at chasing down enemies, but he's deadly when they come to face him. Be patient and make good use of his brute strength when enemies get close, and you'll have a win.

Like his other attacks, Ganonodorf's Special attacks are some of the most powerful in the game. His Warlock Punch takes a while to throw, but it does 30 percent damage and hits everyone in front of you. Ganondorf's Gerudo Dragon is arguably his most useful Special attack, because it executes quickly, does good damage at 17 percent, and uppercuts all opponents in front of you into the air, where they are still vulnerable. The Dark Dive is a perfect move to follow this up with, because it makes you jump into the air and attack.

Mewtwo

First Appearance

Pokémon Red & Blue, September 1998

How to Unlock

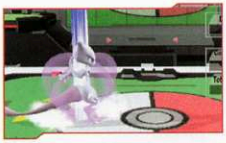
Unlock Mewtwo by playing 1-P Mode or VS. Mode for more than 20 hours, or by completing more than 700 matches in VS. Mode. This triggers a one-on-one fight against Mewtwo. Defeat it to get it as a playable character.

Alternate Costumes

Press ⓡ or ⓛ at the Character Select menu to access alternate costumes.

Shadow Ball

Confusion



Teleport

Disable

Bio

Pokémon don't come any tougher than Mewtwo. Genetically engineered to be the most powerful Pokémon in existence, its powerful Psychic-powered attacks leave even the toughest foes begging for mercy. Although it was cloned from the legendary Pokémon Mew, Mewtwo doesn't share its ancestor's sweet disposition or diminutive size. All of Mewtwo's strength comes from its mental powers. It rarely uses its arms and legs; instead of walking, it floats, and instead of grasping items with its hands, it holds them with its telekinetic ability. Although large and powerful, its tendency to float makes it susceptible to powerful attacks that send it flying quite a ways. Mewtwo is also one of the slower characters in the game, though its jump is outstanding.

Shadow Ball can be charged up by holding Ⓑ, and it fires in a crooked horizontal path when released. Confusion spins foes silly and leaves them open to attack. Mewtwo can also hypnotize foes facing it with Disable, and it can quickly escape from bad situations with its short range Teleport.

Mewtwo's Trophies

Classic Trophy

Adventure Trophy

All-Star Trophy

Mewtwo's Moves

Situation	Buttons	Move	Max. Damage
On the ground	Ⓐ	Dark Flash	6
	Ⓐ, Ⓐ...	Dark Flame	6, 11 (17)
	→, Ⓐ	Tail Whip	10
	↑, Ⓐ	Flip	5
	↓, Ⓐ	Tail Sweep	5
	⇨, Ⓐ	Shadow Blast	Up to 16
	⇧, Ⓐ	Galaxy Force	Up to 20
	⇩, Ⓐ	Shadow Bomb	Up to 20
	+ Control Pad Up	Taunt: Spin and Chuckle	—
Running	Ⓐ	Dark Torch	9
In the air	Ⓐ	Body Spark	Varies, depending on the number of hits
	→, Ⓐ	Shadow Scratch	14
	←, Ⓐ	Tail Flick	13
	↑, Ⓐ	Somersault Kick	12
	↓, Ⓐ	Meteor Kick	16
Grabbing opponent	Ⓐ	Dark Shock	3
	→	Shadow Cannon	9
	←	Telekinesis	11
	↑	Psychic Whirlwind	12
	↓	Tail Slap	11
On the ground or in the air	Ⓑ	Shadow Ball (hold to charge)	Up to 25
	⇨, Ⓑ	Confusion (spins opponent around)	10
	↑, Ⓑ	Teleport	—
	↓, Ⓑ	Disable (stuns opponent)	1

All damage percentages are unofficial estimations. In addition, there is no official list of Meteor moves, and any moves labeled as such represent the authors' best estimation.

Tips for Playing as Mewtwo

Mewtwo is a large, powerful character that uses its tail and Psychic powers to pummel its foes. Though it is slow, it has strong attacks that knock opponents back, forcing them to bring the fight to Mewtwo. Mewtwo isn't good at chasing down its foes, but its entire spectrum of attacks does severe amounts of damage.

Shadow Ball, one of Mewtwo's Special attacks, can be charged up to 25 percent damage and thrown, making it a deadly long range attack. Mewtwo's Teleport Special attack allows it to get out of harm's way when the going gets rough—try using it just before a foe unleashes a Smash attack on you. Mewtwo's Confusion Special attack does good damage and flips the opponent, but it's also a fairly slow move. Mewtwo can also use Disable to mesmerize any foe in sight, opening the enemy for an attack.

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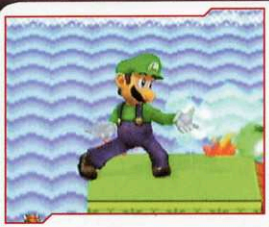


Luigi

First Appearance

Mario Bros. (arcade), 1983

How to Unlock

Unlock Luigi by finishing Stage 1-1 of Adventure mode with a 2 as the last digit of your time. The easiest way to do this is to stand near the flag and cross the line when 2 is the last digit. Otherwise, there's a 1 in 10 chance of it happening every time you complete Stage 1-1. This causes Luigi to take Mario's place in Stage 1-2. Defeat Luigi within one minute to get him as a playable character. You can also complete more than 800 VS. Mode matches to trigger a one-on-one fight with him. Defeat him to get him as a playable character.

Alternate Costumes

Press L or R at the Character Select menu to access alternate costumes.

Fireball

Green Missile

Super Jump Punch

Luigi Cyclone

Bio

2001 and the launch of the Nintento GameCube™ have been kind to Luigi. Often dismissed as just Mario's little brother, Luigi is finally coming into his own with his first starring role in *Luigi's Mansion*. The "lean, mean, green machine" used to just help his big brother defeat Bowser, but with the appearance of Waluigi, Luigi has an arch rival all his own.

In *Super Smash Bros. Melee*, Luigi's moves are similar to Mario's, with a few important distinctions. His traction is worse, but his jump is more powerful. Unlike Mario's Fireballs, which are affected by gravity, Luigi's Fireballs travel in a straight line until they hit something. He is also one of the few characters in the game whose taunt can inflict minor damage on foes standing nearby.

Green Missile is a head-first offensive attack (similar to Pikachu's Skull Bash), but since Luigi is a little careless, it has a 1 in 8 chance of misfiring. If Luigi uses his Super Jump Punch to strike a foe directly above him, it becomes a Fire Jump Punch that does incredible damage; if he's off even slightly though, he does only one point of damage. The Luigi Cyclone is almost identical to the Mario Tornado.

Luigi's Trophies

Classic Trophy

Adventure Trophy

All-Star Trophy

Luigi's Moves

Situation	Buttons	Move	Max. Damage
On the ground	A	Left Jab	3
	A, A	Right Jab	3, 2 (5)
	A, A, A	Plumber's Rump	3, 2, 5, (10)
	→, A	Plumber Kick	10
	↑, A	Cat Punch	9
	↓, A	Heel Kick	9
	⇨, A	Trowel Stab	Up to 17
	⇧, A	Lead Headbutt	Up to 23
	⇩, A	Breakdance Sweep	Up to 23
	+ Control Pad Up	Taunt: Shy Dirt Kick	1
Running	A	Fists of Fear	11
In the air	A	Plumber's Boot	15
	→, A	Chop Chop	12
	←, A	Drop Kick	11
	↑, A	Bicycle Kick	13
	↓, A	Screwdriver Kick	16
Grabbing opponent	A	Clutch Headbutt	3
	→	Heave-Ho	8
	←	Airplane Swing	10
	↑	Luigi Launch	7
	↓	Down the Drain	7
On the ground or in the air	B	Fireball	6
	⇨, B	Green Missile (hold to charge)	Up to 26
	↑, B	Super Jump Punch	25
	↓, B	Luigi Cyclone	Up to 10

All damage percentages are unofficial estimations. In addition, there is no official list of Meteor moves, and any moves labeled as such represent the authors' best estimation.

Tips for Playing as Luigi

Luigi is similar to Mario, with comparable speed and strength, but Luigi possesses a variety of different moves and a little less traction. Luigi has an extremely high vertical jump and, by using his Super Jump Punch or Green Missile Special attacks as third jumps, he is difficult to knock out of an arena. His aerial attacks are very strong, and his grab moves do decent damage. Luigi is a good all-around character for any player.

Luigi's Fireball Special attack is similar to Mario's, but of course, it's green. His Luigi Cyclone is similar to Mario's Mario Tornado, and is just as effective. Although Luigi's Super Jump Punch is basically the same Special attack as Mario's, it does 11 percent more damage—25 percent if you land it correctly.

Roy

First Appearance

Fire Emblem (Japanese release only)

How to Unlock

Unlock Roy by completing Classic, Adventure, or All-Star Mode with Marth without continuing, or by playing more than 900 VS. Mode matches. This triggers a one-on-one fight with Roy. Defeat him to get him as a playable character.

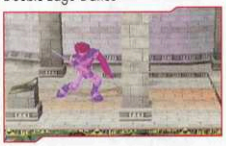
Alternate Costumes

Press Ⓧ or Ⓨ at the Character Select menu to access alternate costumes.

Flare Blade

Double-Edge Dance

Blazer



Counter

Bio

Like Marth, Roy hasn't made much of an appearance in American video games, but *Super Smash Bros. Melee* might start to change that. Born into royalty, Roy is the son of the lord of the Pharae Principality. He left his studies in Ostia to pick up his blade, the Sword of Seals, in the defense of the League of Lycia when it was invaded by the Kingdom of Bern. Roy assumed command of his father's armies after the noble lord fell ill, and Roy's destiny became intertwined with that of his entire homeland after his meeting with Princess Guinevere.

Roy is a well-balanced fighter whose only weaknesses are his slightly slow speed and his weakness in midair combat. The Sword of Seals gives him a range of attack rivaled only by Marth's. Unlike Marth's attacks, Roy does the most damage when he hits foes with the center of his blade. He's at his best when he pursues foes relentlessly and presses the attack.

Roy's Double-Edge Dance is similar to Marth's Dancing Blade. When it's fully charged by holding down Ⓑ, Roy's Flare Blade KOs any foe it hits. Blazer is a bit slower than Marth's Dolphin Slash, but it has the added bonus of setting enemies on fire. His Counter is nearly identical to Marth's.

Roy's Trophies

Classic Trophy

Adventure Trophy

All-Star Trophy

Roy's Moves

Situation	Buttons	Move	Max. Damage
On the ground	Ⓐ	Slash	5
	→, Ⓐ	Sharp Edge	12
	↑, Ⓐ	Anti-Air Slash	9
	↓, Ⓐ	Low Stab	12
	⇨, Ⓐ	Dragon Killer	Up to 27
	⇧, Ⓐ	Flame Sword	Up to 22
	⇦, Ⓐ	Whirlwind Blade	Up to 29
	+ Control Pad Up	Taunt: Spin Sword and Fighting Stance	—
Running	Ⓐ	Raid Chop	12
In the air	Ⓐ	Double Slash	4, 7 (11)
	→, Ⓐ	Aerial Swipe	8
	←, Ⓐ	About Face	9
	↑, Ⓐ	Luna Slash	9
	↓, Ⓐ	Half Moon	6
Grabbing opponent	Ⓐ	Knee	3
	→	Bounce	5
	←	Throw Away	5
	↑	Emblem Toss	5
	↓	Slam	6
On the ground or in the air	Ⓑ	Flare Blade (hold to charge; does 10 damage to you if used when fully charged)	Up to 50
	⇨, Ⓑ	Double-Edge Dance (use different combinations of Ⓐ and Ⓑ for different attacks; up to 4 attacks can be chained together)	Varies
	↑, Ⓑ	Blazer	Varies, depending on the number of hits
	↓, Ⓑ	Counter (deflects close range attacks and strikes back at opponent; timing is critical)	3

All damage percentages are unofficial estimations. In addition, there is no official list of Meteor moves, and any moves labeled as such represent the authors' best estimation.

Tips for Playing as Roy

Roy is similar to Marth in many ways; they share the same fighting style and both use a blade very well. Roy, however, does more damage when he hits with the middle of his sword, so he should attack when standing a little closer to the enemy than Marth would. Roy is also a little slower than Marth, but is still faster than most other characters. He shares Marth's lack of missile attacks, so this is a character who needs to take the fight to the enemy.

Roy's Special attacks are similar to Marth's, except they do very different damages. Roy's Flare Blade, when fully charged, does 50 percent damage and knocks out just about anyone, although it also does 10 percent damage to you and takes quite a while to charge. Roy's Double-Edge Dance is like Marth's Dancing Blade; you can string together up to four attacks into one deadly assault. Roy can also use Counter to repel close-range attacks and strike back, although his counterattack only does 3 percent damage compared to Marth's 7 percent.

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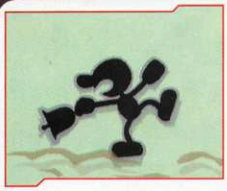


Mr. Game & Watch

First Appearance

Game & Watch, 1980

How to Unlock

Unlock Mr. Game & Watch by completing Classic, Adventure, or Target Test with all 24 other characters, or by playing more than 1,000 VS. Mode matches. This triggers a one-on-one fight against Mr. Game & Watch. Defeat him to get him as a playable character.

Alternate Costumes

Press Ⓡ or Ⓛ at the Character Select menu to access alternate costumes.

Chef

Judgement

Fire

Oil Panic

Bio

If you thought that Mario and Donkey Kong were the oldest characters in *Super Smash Bros. Melee*, think again. Mr. Game & Watch made his first appearance in the handheld *Game & Watch* series in 1980, and his popularity helped fuel the explosion of handheld games that came soon after. With 39 different games to his credit and 43 million sales worldwide, Mr. Game & Watch is not only the father of most contemporary video game mascots, he's also more popular than a lot of them even 20 years after his first appearance. True to his two-dimensional origins, Mr. Game & Watch is a totally flat character with comical frame-by-frame movement. Though Mr. Game & Watch no doubt has the respect of most of the other mascots in *Super Smash Bros. Melee*, that doesn't keep them from sending the old-timer flying, as his light weight makes him susceptible to KOs.

Mr. Game & Watch's Chef Special attack hurls sausages from a frying pan at his adversaries. Judgment is a Special attack with unpredictable results that vary depending upon the number he displays during the attack; healing food appears on a lucky seven. When in danger of falling to a KO, Fire sends a rescue brigade out to catch him with a trampoline. Mr. Game & Watch also uses his Oil Panic to catch missile weapons; if he catches three, he dumps a slick bucket of oil on his foes.

Mr. Game & Watch's Trophies

Classic Trophy

Adventure Trophy

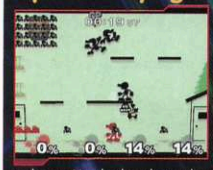
All-Star Trophy

Mr. Game & Watch's Moves

Situation	Buttons	Move	Max. Damage
On the ground	Ⓐ	Green House	3
	Ⓐ, Ⓐ...	Green House	3, 3, 2...
	→, Ⓐ	Lion	10
	↑, Ⓐ	Flag Man	9
	↓, Ⓐ	Manhole	12
	⇨, Ⓐ	Fire Attack	Up to 24
	⇧, Ⓐ	Octopus	Up to 24
	⇩, Ⓐ	Vermin	Up to 13
	+ Control Pad Up	Taunt: Alarm Bell	—
Running	Ⓐ	Helmet	9
In the air	Ⓐ	Parachute	16
	→, Ⓐ	Cement Factory	16
	←, Ⓐ	Turtle Bridge	5
	↑, Ⓐ	Spit Ball Sparky	7, 8 (15)
	↓, Ⓐ	Donkey Kong Jr.	13, 5 (18)
Grabbing opponent	Ⓐ	Alarm	3
	→	Forward Bell	8
	←	Backward Bell	8
	↑	Vertical Bell	8
	↓	Drop Ball	8
On the ground or in the air	Ⓑ	Chef (hold to toss multiple sausages)	4, 3, 3, 3, 3 (16)
	⇨, Ⓑ	Judgment	2 to 32 (see "Tips for Playing")
	↑, Ⓑ	Fire (Launches you into the air)	6
	↓, Ⓑ	Oil Panic (catches missile attacks; once you've caught three it fires back at opponent)	—

All damage percentages are unofficial estimations. In addition, there is no official list of Meteor moves, and any moves labeled as such represent the authors' best estimation.

Tips for Playing as Mr. Game & Watch



Mr. Game & Watch can be hard to control, but once you're familiar with his moves he's quite a fun character to use. His Bug Spray attack (if you press Ⓐ quickly) can attack continually, making a frontal attack difficult against him. Mr. Game & Watch has very powerful jumping attacks as well, so he can be effective in the air. He also has decent throws to fall back on if necessary.

Mr. Game & Watch's Special attacks are very interesting, to say the least, but they're also very effective. His Chef Special attack isn't very reliable, but it throws out sausages in various directions, so you're bound to hit something! His Oil Panic Special attack can catch missile attacks, doing no damage to Mr. Game & Watch himself. When Mr. Game & Watch catches three missiles, he can fire them back at his opponent. Also, Mr. Game & Watch's Judgement Special attack randomly selects a damage effect, according to the number on the flag he attacks with (see table here).

Number on Flag	Damage
9	32% (electric)
8	4% (freezes opponent)
7	14%
6	12% (fire)
5	11% (electric)
4	8%
3	6% (knocks opponent toward you)
2	4%
1	2% (and 12 to you!)

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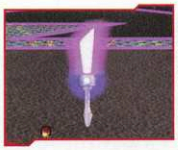
Every character has strengths and weaknesses. Using weapons and items strategically can accentuate your strengths and compensate for your weaknesses. For example, Peach, while able to float great distances, is very light and prone to getting KO'd, but a metal Peach (having used the Metal Box) is heavier and harder to knock around.

Offensive Items

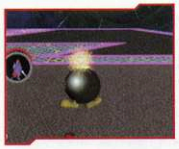
Beam Sword



The Beam Sword initially appears as a short sword, but its size changes depending on the size of the character who picks it up, and the strength of the attack. It has maximum length when used as a Smash attack. The Beam Sword does 7 percent damage with a normal strike, 11 percent with a Strong hit, 20 percent with a Smash hit, and 12 percent when thrown.

First appearance: *Super Smash Bros.*, April 1999

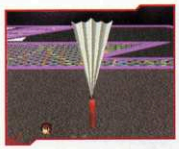
Bob-omb



First seen in *Super Mario Bros. 2*, these walking bombs can be picked up and thrown for an explosive missile attack. If left undisturbed, they become impatient, lighting their own fuses and walking around in search of someone to blow up. Bob-ombs do 32 percent damage when thrown, 35 percent damage when thrown with a Strong or Smash move, and 25 percent if he just walks into a character and explodes.

First appearance: *Super Mario Bros. 2*, October 1988

Fan



The Fan can be used for two completely different attacks. As a melee weapon, it swings rapidly and keeps even the quickest foes from counterattacking, but it does very little damage with each individual hit. If it hits a foe after being thrown, it sends its target flying straight up, often resulting in a KO. The Fan does 2 percent damage with a normal swing, 6 percent with a Strong hit, 13 percent with a Smash hit, and 7 percent when thrown.

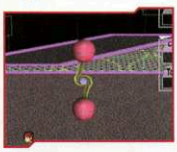
First appearance: *Super Smash Bros.*, April 1999

Fire Flower

Mario first encountered this item in the original *Super Mario Bros.*, in which it transformed him into a red-and-white fireball hurling plumber. In *Super Smash Bros. Melee*, it fires a jet of flames similar to Bowser's Special attack, and it's great for pushing a foe off the edge of a stage (though you'll probably get a Stale Moves penalty for using it). The Fire Flower does 3 percent damage with a quick Ⓐ tap, 9 percent with a full Ⓐ press, and up to 72 percent damage total. It also does 7 percent damage when thrown.

First appearance: *Super Mario Bros.*, October 1985

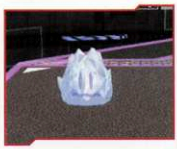
Flipper



Not seen since the early days of the NES, the Flipper appeared as a troublesome obstacle in *Balloon Fight*, and it's no less annoying in *Super Smash Bros. Melee*. Once thrown, the Flipper hangs suspended in the air and bounces any character who comes into contact with it, even the character who initially threw it. The Flipper does 11 percent damage when thrown normally or thrown with a Strong move, 13 percent with a Smash throw, and 1 percent for each subsequent hit after it's set up.

First appearance: *Balloon Fight*, June 1986

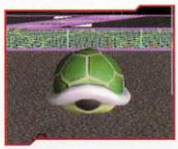
Freezie



Freezies travel in straight lines along flat surfaces. If left undisturbed, they simply fall off the edge of a stage. When picked up and thrown, they temporarily seal a character in a block of solid ice, leaving the character vulnerable to follow-up attacks. In *Super Smash Bros. Melee* Freezie does 22 percent damage when thrown or thrown Strongly, and 25 percent when thrown with a Smash move.

First appearance: *Mario Bros.* (arcade), 1983

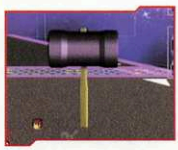
Green Shell



These are actually the shells of Bowser's loyal Koopas. Hit or throw them to send them zipping along horizontal surfaces, causing significant damage to any character hit by them. The Green Shell does 23 percent damage when thrown at close range and 16 percent when thrown at long range.

First appearance: *Super Mario Bros.*, October 1985

Hammer



The Hammer was one of Mario's first tools back in his carpentry days; he used it to shatter the barrels that Donkey Kong threw at him in their first encounter. In *Super Smash Bros. Melee*, any character who grabs a Hammer runs across the screen, swinging it furiously and doing incredible damage to any character it hits. While holding a Hammer, you cannot double-jump, which leaves you vulnerable to KOs by enemies who get a lucky shot in. Sometimes the head of the Hammer flies off, leaving you completely defenseless until the Hammer disappears. This item cannot be dropped or thrown once picked up. The Hammer does 22 percent damage every time it hits.

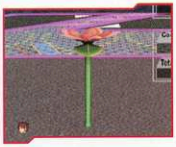
First appearance: *Donkey Kong* (arcade), 1981

Home-Run Bat

The Home-Run Bat is an average melee weapon, but when used as a Smash attack, it sends foes flying out of the park. Charge up the Smash attack by holding down Ⓑ for best results. The Home-Run Bat does 7 percent damage with a normal swing, 10 percent with a Strong hit, 20 percent with a Smash hit, and 19 percent when thrown.

First appearance: *Super Smash Bros.*, April 1999

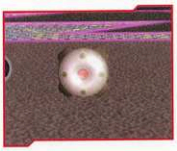
Lip's Stick



This odd item made its first U.S. appearance in *Tetris Attack*, though it first appeared in the Japanese game *Panel de Pon*. Lip's Stick can be used as a melee weapon, and it causes a flower to grow from an enemy's head. The longer the flower stays there, the more damage it does. Tap ○ back and forth to shake off a flower. Lip's Stick does 4-10 percent damage with a normal swing (the flower grows for various amounts of damage), 20-29 percent with a strong swing, 25-57 percent with a Smash hit, and 10-25 percent damage when thrown.

First appearance: *Panel De Pon* (Japanese release only), October 1995

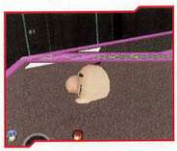
Motion-Sensor Bomb



This item has not yet been featured in a Nintendo game, but judging from its "TOP SECRET" first appearance, we expect to see it in an upcoming Nintendo GameCube™ title. When thrown, it sticks to the first surface it hits and arms itself. If a character passes near it, the Motion-Sensor Bomb explodes for terrific damage. The Motion-Sensor Bomb does 12 percent damage when thrown normally, 14 percent with a Strong or Smash throw, and 28 percent damage when it's set up and explodes.

First appearance: TOP SECRET

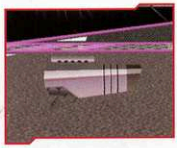
Mr. Saturn



An interstellar acquaintance of Ness, the race known only as Mr. Saturn lives in Saturn Valley. In *Super Smash Bros. Melee*, you can pick up and throw them like any other item. Mr. Saturn does 8 percent damage when thrown normally and 11 percent with a Strong or Smash throw.

First appearance: *EarthBound*, June 1995

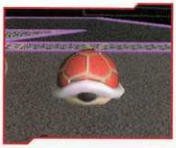
Ray Gun



Although the Ray Gun's blasts don't do much damage, they can be fired rapidly to juggle enemies off of a stage and down to a KO. With only 16 shots in its power pack, the Ray Gun isn't an item you can depend on for an entire match, but you can drop it after depleting most of its ammo to sucker an enemy into picking it up once it's almost useless. The Ray Gun does 4 percent damage with the first shot and 10 percent damage when thrown.

First appearance: *Super Smash Bros.*, April 1999

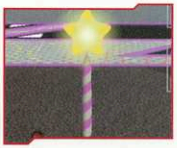
Red Shell



Similar to the Green Shell, Red Shells are the shells of Koopa Troopas that you can pick up and throw. Once thrown, they stay on the same horizontal platform and home in on any character within range (even the character who threw it) until they disappear. The Red Shell does various amounts of damage depending on how fast it's going when it hits.

First appearance: *Super Mario Bros.*, October 1985

Star Rod



In *Kirby's Adventure*, the Star Rod powered the Fountain of Dreams. In *Super Smash Bros. Melee*, the Star Rod fires up to 16 stars, and it can send enemies flying horizontally if thrown at them. Sheik and Captain Falcon unleash powerful Smash moves while holding it. Used as a melee weapon, the Star Rod does 10 percent damage with a normal swing, 22 percent with a Strong swing, and 36 percent with a Smash swing. As a missile weapon, it does 8 percent damage with a Strong swing and 12 percent with a Smash swing.

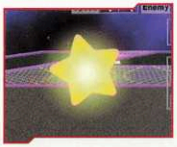
First appearance: *Kirby's Adventure*, May 1993

Super Scope

One of the best-remembered peripheral devices for the Super NES, the Super Scope was an infrared light gun designed to look like a miniature bazooka. In *Super Smash Bros. Melee*, it can either fire a series of small energy blasts that do little damage, or it can be charged up by holding down Ⓐ to fire larger blasts. It only has enough energy for 3 charge shots, which do 28 percent damage. The Super Scope has 46 regular shots in it; each does 1 percent damage. It does 12 percent damage when thrown.

First appearance: Super NES (hardware), September 1992

Warp Star



Often used by Kirby as his preferred mode of transportation in his adventures, the Warp Star sends characters slamming into the ground at a high rate of speed, doing no damage to the character who used the item but tremendous damage to anyone unlucky enough to be underneath it when it lands. Hold ○ in a direction to alter your landing! The Warp Star does 22 percent damage to anyone it lands on, and often KOs them.

First appearance: *Kirby's Dream Land*, August 1992

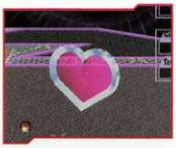
Recovery Items

Food

The 28 different types of Food heal any characters who come into contact with them. Crack open a Party Ball to get a virtual cornucopia of Food. Each piece of Food heals 3-9 percent of your damage.

First appearance: *Super Smash Bros. Melee*, December 2001

Heart Container



Link used these items in his adventures to extend his life meter, and they perform a similar service in *Super Smash Bros. Melee*, healing 100 percentage points of damage to any character who comes into contact with them.

First appearance: *The Legend of Zelda*, July 1987

Maxim Tomato

Maxim Tomatoes healed Kirby in his adventures, and they do the same thing in *Super Smash Bros. Melee*, healing 50 percentage points of damage for any character who comes into contact with them.

First appearance: *Kirby's Dream Land*, August 1992

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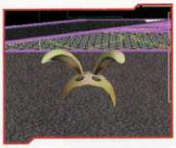
Power-Up Items

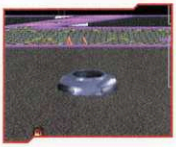
Bunny Hood



As it did in *Majora's Mask*, the Bunny Hood gives any character who wears it enhanced agility and speed, improving his or her jumping distance as well.

First appearance: *The Legend of Zelda: Ocarina of Time*, November 1998

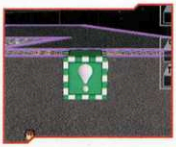
Cloaking Device



When using the Cloaking Device, characters are practically invisible for the 10-15 seconds the item lasts. Although it can be difficult to see your own character when using it, you will not suffer damage while it's active. You can still be KO'd, however, so be careful.

First appearance: TOP SECRET

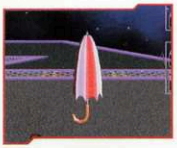
Metal Box



When you use the Metal Box, your character temporarily becomes metallic, increasing your mass dramatically. This makes it more difficult to recover from KOs, as you fall more quickly and can't jump as high, but it also prevents you from flying great distances when hit, and it makes all of your melee attacks much more powerful.

First appearance: *Super Mario 64*, September 1996

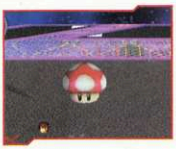
Parasol



The Parasol can be used as a fairly unimpressive melee weapon, but it also works quite well as a recovery item, slowing your character's descent from jumps and falls and generally giving you more control while in the air. The Parasol does 6 percent damage with a normal hit, 13 percent with a Strong hit, 24 percent with a Smash hit, and 1-6 percent damage when thrown (the farther the distance thrown, the smaller the damage).

First appearance: *Kirby's Dream Land*, August 1992

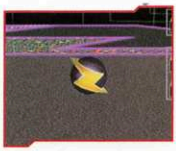
Poison Mushrooms



More of a "power-down" item than a power-up, Poison Mushrooms *Super Smash Bros. Melee* shrink your character, making him or her much lighter and weaker. Even a light attack can send you flying. Poison Mushrooms are almost indistinguishable from Super Mushrooms; they are slightly darker and have a slight scowl to their expressions.

First appearance: *Super Mario All-Stars*, August 1993

Screw Attack



Any character holding a Screw Attack item automatically performs one of Samus's Screw Attacks when he or she jumps. Throw this item at an opponent to make him or her automatically perform a Screw Attack—this is a good way to set up for an attack from below. The Screw Attack Item does 20 percent damage when thrown normally, and 24 percent with a Strong or Smash hit.

First appearance: *Metroid*, August 1989

Starman

As it does in just about every Mario game, the Starman makes you invulnerable to every attack for a limited amount of time. You only need to make contact with it as it bounces around the stage to trigger the effect. Unlike with the Starmen from the Mario games, however, you don't inflict damage on opponents you run into while invincible.

First appearance: *Super Mario Bros.*, October 1985

Super Mushroom

Super Mushrooms increase your character's size and mass temporarily, just as they did for Mario and Luigi in *Super Mario Bros.* While giant-sized, your character is harder to KO and deals dramatically increased amounts of damage with melee attacks.

First appearance: *Super Mario Bros.*, October 1985

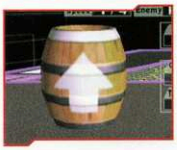
Miscellaneous Items

Barrel

Barrels can be thrown against a solid object to break them open and reveal a horde of items inside. They can also be hurled as offensive missile weapons, although they are so heavy that they will significantly decrease your character's mobility when carried.

First appearance: *Super Smash Bros.*, April 1999

Barrel Cannon



In the *Donkey Kong* games, Barrel Cannons are used as a means of transportation. In *Super Smash Bros. Melee*, if you fall off a stage and land in a Barrel Cannon, press Ⓐ to fly out in the direction that the arrow on the barrel indicates. Make sure not to fire yourself off the bottom of the screen!

First appearance: *Donkey Kong Country*, November 1994

Capsule

Capsules contain between one and three items that fly out when the Capsule is thrown against a solid object and broken open. About 1 in 8 Capsules explodes upon impact, so hurl them against distant objects or characters to open them.

First appearance: *Super Smash Bros.*, April 1999

Crate

Crates, like Barrels, contain multiple items and can be broken open by repeated attacks or by picking them up and throwing them against a solid object or character. Because they are so heavy, most characters will suffer dramatically decreased speed and movement while carrying them.

First appearance: *Super Smash Bros.*, April 1999

Egg

Eggs, like Capsules, contain items that appear when the Egg is shattered, and they also occasionally explode. Throw them against solid objects or characters to crack them open.

First appearance: *Super Smash Bros.*, April 1999

Party Ball

Throw or strike a Party Ball so that it rises into the air, and after a few seconds, the Party Ball will crack open with a little fanfare, releasing a great number of items. The contents of Party Balls are always unpredictable:

Self-destruction: 10 percent
Food banquet: 36 percent
Bob-omb fest: 12 percent
Other (miscellaneous items): 42 percent

First appearance: *Super Smash Bros. Melee*, December 2001

Smash Coins

These items only appear in Coin Battle VS. Mode, and you acquire them by knocking them out of rival characters. The gold coins are worth ten points, silver are worth five, and the copper are worth one. The character with the most Smash Coins at the end of the match wins; if you are KO'd during the match, you return to the fight with half as many Coins as you had when you left. Don't confuse these with the Coins you use in the Lottery—they're two completely different currencies.

First appearance: *Super Smash Bros. Melee*, December 2001

Pokémon Items

Unless otherwise stated, Pokémon released from Poké Balls do not injure the character who threw the Poké Ball.

Poké Ball

Poké Balls contain Pokémon, as any good Pokémon trainer knows. As with any carrier item, throw them against a solid object to release their contents: one of the Pokémon items listed here. A thrown Poké Ball does 13 percent damage when it hits a character.

First appearance: *Pokémon Red* and *Blue*, September 1998

Articuno

Articuno is a tremendous bird that uses ice attacks, like Ice Beam and Blizzard. In *Super Smash Bros. Melee*, Articuno does 25 percent damage and freezes any characters near it.

First appearance: *Pokémon Red* and *Blue*, September 1998

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Bellossom

Bellossom is a perky little flower-like Pokémon that loves to sing soothing melodies. In *Super Smash Bros. Melee*, Bellossom puts nearby characters to sleep.

First appearance: *Pokémon Gold* and *Silver*, October 2000

Blastoise

Blastoise fires blasts of water from the cannons on its back and is so well-liked by trainers that most wouldn't even consider using another Water-type Pokémon. In *Super Smash Bros. Melee*, Blastoise fires a series of horizontal water blasts that do 8 percent damage each.

First appearance: *Pokémon Red* and *Blue*, September 1998

Celebi

Celebi is a mysterious legendary Pokémon that inspires rapid plant growth wherever it goes. In *Super Smash Bros. Melee*, you have a 1 in 251 chance of getting Celebi from a Poké Ball after unlocking all other hidden items. The first time Celebi appears, you get the Celebi Trophy.

First appearance: *Pokémon Gold* and *Silver*, October 2000

Chansey

Chansey is a jolly pink Pokémon that provides nourishing eggs to those in need. All Chansey are female. In *Super Smash Bros. Melee*, Chansey drops eggs that, when broken, sometimes contain items; the eggs do 13–16 percent damage when thrown, and 35 percent if they are thrown and explode.

First appearance: *Pokémon Red* and *Blue*, September 1998

Charizard

Charizard is a fiery lizard-like Pokémon with a hot temper. In *Super Smash Bros. Melee*, Charizard's flames do 14 percent damage. If a character runs into Charizard, it does 20 percent damage and throws him.

First appearance: *Pokémon Red* and *Blue*, September 1998

Chikorita

Chikorita appeared as one of the first available Pokémon in *Pokémon Gold*, *Silver*, and *Crystal*. In *Super Smash Bros. Melee*, Chikorita fires grass blades horizontally, each doing 4 percent damage.

First appearance: *Pokémon Gold* and *Silver*, October 2000

Clefairy

Clefairy are found in very few areas, but they are so cute that many trainers spend a great deal of time and effort to track one down. In *Super Smash Bros. Melee*, Clefairy has a variety of attacks that do random amounts of damage.

First appearance: *Pokémon Red* and *Blue*, September 1998

Cyndaquil

Cyndaquil are little hedgehog-like Pokémon that frighten easily, and no one knows whether or not their eyes are open. In *Super Smash Bros. Melee*, Cyndaquil fires flames similar in range and damage to the Fire Flower.

First appearance: *Pokémon Gold* and *Silver*, October 2000

Electrode

Electrode, which resembles a large Pokéball, has an explosive temper and is the evolved form of Voltorb. In *Super Smash Bros. Melee*, Electrode hovers and explodes, doing 30 percent damage to any characters nearby, including the character who released it.

First appearance: *Pokémon Red* and *Blue*, September 1998

Entei

Entei is a legendary volcanic Fire-type Pokémon. In *Super Smash Bros. Melee*, Entei shoots vertical flames that do more than 70 percent damage to any nearby enemies.

First appearance: *Pokémon Gold* and *Silver*, October 2000

Goldeen

Goldeen are capable of doing incredible amounts of damage, but their accuracy on land leaves much to be desired. In *Super Smash Bros. Melee*, Goldeen flop around like fish out of water (literally) and very rarely hit.

First appearance: *Pokémon Red* and *Blue*, September 1998

Ho-oh

The legendary Pokémon Ho-oh, which resembles a wildly colored tropical bird, is extremely difficult to catch. In *Super Smash Bros. Melee*, Ho-oh flies into the background before unleashing a huge flame attack that does upwards of 90 percent damage.

First appearance: *Pokémon Gold* and *Silver*, October 2000

Lugia

Lugia is one of the best-known legendary Pokémon. It lives in deep ocean trenches and can unleash incredibly powerful wind attacks. In *Super Smash Bros. Melee*, Lugia flies into the background before unleashing a wind attack that does 20–30 percent damage per hit.

First appearance: *Pokémon Gold* and *Silver*, October 2000

Marill

This tiny little fellow has earned more than its fair share of fans, owing to its mouse-like cute looks. In *Super Smash Bros. Melee*, Marill runs at opponents, does one percent damage, and pushes them backward.

First appearance: *Pokémon Gold* and *Silver*, October 2000

Mew

One of the rarest Pokémon in existence, Mew contains information on every Pokémon in the world in its cell structure, prompting some Pokémon experts to speculate that it might be the ancestor of all Pokémon. In *Super Smash Bros. Melee*, Mew has a 1 in 251 chance of erupting from a Poké Ball once all 11 hidden characters are unlocked.

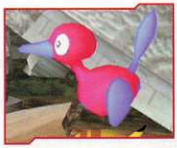
First appearance: *Pokémon Red* and *Blue*, September 1998

Moltres

Like its name implies, Moltres is a huge flaming bird that is capable of devastating fire attacks. In *Super Smash Bros. Melee*, Moltres hovers and unleashes a massive flame attack that usually sends foes flying out of the arena.

First appearance: *Pokémon Red* and *Blue*, September 1998

Porygon2



One of the first virtual Pokémon, Porygon2 is an artificially enhanced version of the original Porygon. In *Super Smash Bros. Melee*, Porygon2 bolts at an opponent, doing 25 percent damage if it hits.

First appearance: *Pokémon Gold* and *Silver*, October 2000

Raikou

Raikou are Electric-type legendary Pokémon that summon lightning storms regardless of the current weather conditions. In *Super Smash Bros. Melee*, Raikou zaps any nearby foe for 20 percent damage each time it hits.

First appearance: *Pokémon Gold* and *Silver*, October 2000

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Scizor

Sleek and dangerous, Scizor is the evolved form of Scyther, with a tough Metal Coat and strong pincers. In *Super Smash Bros. Melee*, Scizor charges at foes and does 22 percent damage each time it hits.

First appearance: *Pokémon Gold* and *Silver*, October 2000

Snorlax

At more than 1,000 pounds, Snorlax are the heaviest known Pokémon, probably because they eat almost their entire body weight in food each day. In *Super Smash Bros. Melee*, Snorlax leaps into the air and crashes down even larger a few seconds later, doing 20 percent damage each time it hits.

First appearance: *Pokémon Red* and *Blue*, September 1998

Staryu

Staryu resemble starfish, in that they have a five-pointed body and are found near water. In *Super Smash Bros. Melee*, Staryu flies until it's level with an enemy, and then holds its position and fires a series of blasts that do random amounts of damage.

First appearance: *Pokémon Red* and *Blue*, September 1998

Suicune

The legendary Pokémon Suicune, whose story was told in *Pokémon Crystal*, can instantly purify contaminated water. In *Super Smash Bros. Melee*, Suicune unleashes a windstorm that does nearly 50 percent damage to any nearby enemies.

First appearance: *Pokémon Gold* and *Silver*, October 2000

Togepi

Professor Elm's assistant hands out the eggs that eventually hatch into Togepi. In *Super Smash Bros. Melee*, Togepi has a variety of random attacks.

First appearance: *Pokémon Gold* and *Silver*, October 2000

Unown

Found only in the Ruins of Alph and resembling hieroglyphics, Unown are powerful Pokémon with unique abilities. In *Super Smash Bros. Melee*, the Unown streak across the screen, doing 5–10 percent damage each time they hit an opponent.

First appearance: *Pokémon Gold* and *Silver*, October 2000

Venusaur

Venusaur evolves from Ivysaur and uses the enormous flower on its back to calm enemies and charge up its Solarbeam move. In *Super Smash Bros. Melee*, Venusaur stomps the ground repeatedly, hitting any foe touching the ground for 18 percent damage per hit.

First appearance: *Pokémon Red* and *Blue*, September 1998

Weezing

Weezing evolves from Koffing and is essentially two Koffing joined together, doubling their noxious output. In *Super Smash Bros. Melee*, Weezing emits a choking cloud that does 3 percent damage to any nearby foes; characters caught in the cloud suffer 100 percent damage or more!

First appearance: *Pokémon Red* and *Blue*, September 1998

Wobbuffet

Wobbuffet doesn't instigate attacks; it prefers to hide in the darkness where no one can see its mismatched tail. In *Super Smash Bros. Melee*, Wobbuffet reflects any attack (including those from the character who released it), doing random amounts of damage.

First appearance: *Pokémon Gold* and *Silver*, October 2000

Zapdos

Zapdos, another legendary Pokémon, has an arsenal of devastating electricity-based moves. In *Super Smash Bros. Melee*, Zapdos shocks nearby foes for up to 80 percent damage.

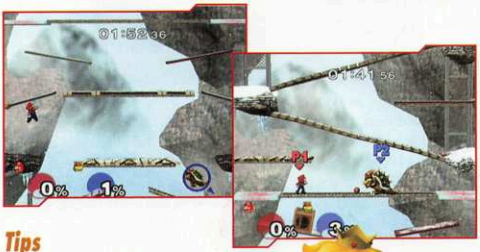
First appearance: *Pokémon Red* and *Blue*, September 1998

STAGES

There are 29 stages in *Super Smash Bros. Melee*, and knowing each in detail can mean the difference between victory and defeat.

Infinite Glacier: Icicle Mountain

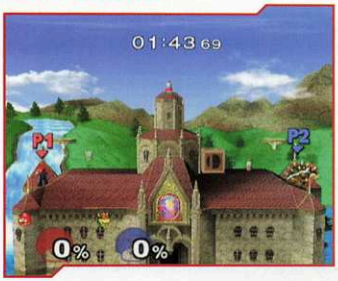
This is the Ice Climbers' stage, and anyone who's ever played the old NES game will remember instantly what made the game so challenging. The stage is constantly scrolling up or down, so being caught off of the top or bottom of the screen is almost always trouble. Most of the ground is covered in ice, and is therefore slippery. You can smash some blocks of ice to help you climb the never-ending mountain.



Tips

Keeping the laws of this stage in mind is the best way to stay alive. Don't get caught at the top or bottom of the screen, or you may be pushed off the stage when the camera starts moving. Remember that the ground is mostly ice, and take into account that you'll slide a bit before stopping. Also be wary of bridges and platforms that drop out from underneath you, and don't stay on them for too long.

Mushroom Kingdom: Princess Peach's Castle



Princess Peach's Castle is a fair-sized stage with quite a bit going on. Three different-colored buttons appear randomly around the stage, one at a time. By pressing the buttons, you add blocks, platforms, and such to the battlefield, according to the color of the button pressed. From time to time massive Bullet Bills fly in, burrow into some area of the castle, and eventually explode, doing lots of damage.

Tips

The most important things to keep in mind in this stage are the Bullet Bills; they can mess up your fight if you're caught in one of their explosions. Fortunately, the Bullet Bills are slow and take awhile to explode, so you have plenty of time to get out of the way. Stay in the middle of the stage to make it more difficult for your opponents to knock you sideways off the stage. By learning how each colored button affects the stage, you'll be able to set up your attacks and make better use of the stage.

Mushroom Kingdom: Rainbow Cruise

There's a ton of stuff going on in this stage, so it's easy to get confused and KO'd.

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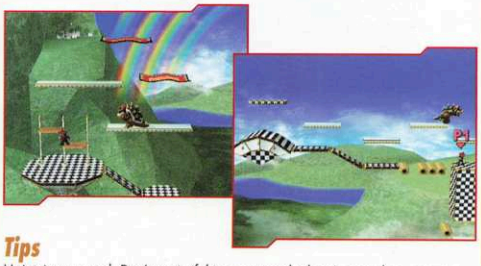
The stage flows in a repeating clockwise pattern. You start on an airship, which crashes and falls, so you have to jump off of and onto the various platforms until the stage completes its course and starts over on the airship. After you're off the airship, you have to do some platform jumping to keep from falling. The golden metal blocks shake and fall from under you after you stand on them for a few seconds, flying carpets take you a little way before disappearing, and many other platforms tilt, teeter, and vanish.



Tips

Maintain your cool. Don't panic if things get rough; there's more than one way out of any situation. Be aware of how and when the various platforms act, and stay one step ahead of them throughout the fight. Also, stay close to the center of the screen to have the best view of your surroundings; doing this also gives you more options of where to jump next.

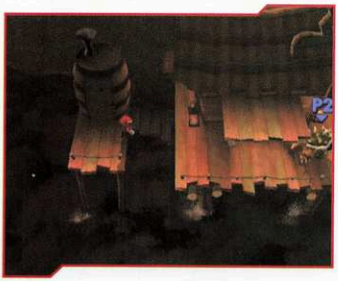
40 DK Island: Kongo Jungle

This is DK's small stage set on some rapids in the jungle. It's built more vertically than horizontally, so watch those edges! As the fight goes on, logs float down the rapids in the background, eventually getting stuck and acting as temporary platforms on either side of the main floor of the stage. There is also a barrel floating by at the bottom of the screen; it can save you from a fall, and you can shoot yourself out onto the stage by pressing Ⓐ at the proper time.

Tips

Because this stage is skimpy, stay close to the middle (you'll get knocked off screen easily when you're badly damaged). Use the logs that float by and the rock at the bottom right of the stage as platforms to save yourself from falls. When you are using the barrel, you'll be shot out in the direction of the arrow painted on it, so wisely line up your shot!

DK Island: Jungle Japes



DK's second stage, Jungle Japes, is more comfortable because it's longer than Kongo Jungle. The main area is the same length, but there are two big platforms on either side of that area, separated by short gaps that give the illusion of safety. What you see is what you get on this stage; there are no vanishing platforms or things of that nature. However, Klap Traps swim by and bite at anyone who's stuck hanging between the gaps, so don't hang around!

Tips

Make use of the center of the battle area for this stage—it's the safest place to be. Also watch out for the Klap Traps that swim by; if you're hanging from a gap between sections of the stage, they'll try to bite you, doing 30 percent damage and pulling you underwater for a KO.

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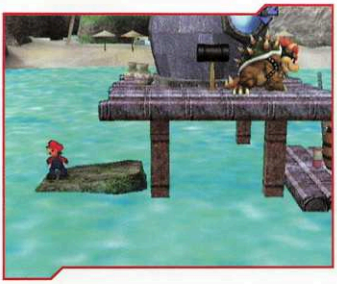
Termina: Great Bay



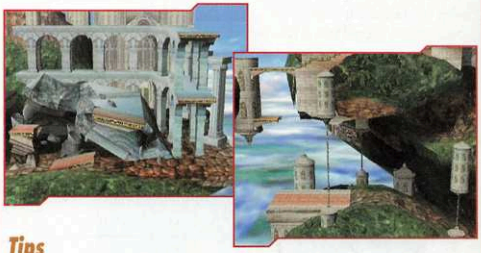
Set in *The Legend of Zelda: Majora's Mask*, the Great Bay is a medium-size stage with a few surprises. The most obvious is the huge turtle on the right side of the stage. It dives underwater from time to time and resurfaces later facing a different direction, thereby changing some of the platforms (like the trees on its back). There is also a rock floating in the bay at the bottom left of the stage. It tilts to either side when you stand on it, but it won't sink. Also, Tingle floats on a balloon you can use as a platform (but it pops if you stand on it too long).

Tips

In this stage, stay on the main stone portion of the stage. If you hang out on the huge turtle, you will be left in a tough spot when it dives. Because it is so small and unstable, the rock in the bay on the bottom left of the stage should only be used to save you from falling, not as a fighting area. If you stay on the main body of the stage, don't worry about being caught off guard.

Hyrule: Temple

This is a massive stage set in a floating, decrepit temple in legendary Hyrule. There are platforms and fighting areas here, as well as obstacles to get in your way. There are upper and lower portions to the stage you can use during the fight to help you defeat your opponents.

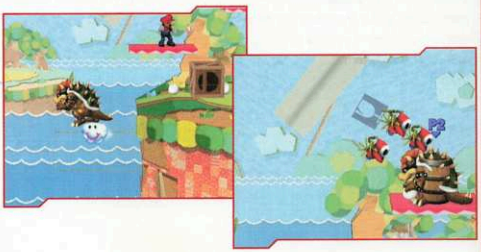


Tips

Keep in mind your current location and where you're going to go next on this stage. Watch for ways to use the different paths in the stage to surprise your opponents and get out of harm's way. Make use of your ability to drop through platforms by pressing ↓; you can even do this while you're falling. Use caution when fighting on the lower portions of the stage. It is difficult to climb back up, and you can be knocked off the stage easily from the lower areas.

Yoshi's Island: Yoshi's Story

Yoshi's Story is a small, colorful stage with a few surprises. Shy Guys fly by, and although they don't have any effect on the fight, you can attack them to send them flying off. Also, there is a cloud running on a dotted-line track at the bottom of the screen. Use it as a platform if you're going to fall.



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Tips
Because this stage is small, it is crazy. Maintain the middle ground to avoid being knocked off the edge early on. Also, use the cloud at the bottom of the screen to save yourself from a fall—but don't hang around on it too long. It passes behind the stage on its track, and you'll be pushed off if you follow along.

Yoshi's Island: Yoshi's Island

Yoshi's Island is a colorful, medium-size stage featuring pipes on the left, a big hill on the right, and some pesky spinning blocks. The yellow blocks with eyes spin when hit, making them impossible to stand on. There are a few gaps in the center area, but the blocks usually cover them up (unless, of course, the blocks are spinning).

Tips
Do not stand on the yellow blocks—especially the ones over the gaps in the center of the stage. If anyone hits these blocks, they spin and drop whomever is standing on them. If you are standing over a pit when they are struck, you'll fall and suffer a KO. To avoid this, stay to one side of the stage, and watch those blocks!

Dream Land: Fountain of Dreams

The Fountain of Dreams is a small, stunning stage set in the middle of space. Don't get caught up in the beauty of it though, or your enemies will pound you! There is a platform on each side of the fountain. These rise and fall as the waterspouts that hold them turn on and off. Aside from that, everything about the stage is standard.

Tips
The major difficulty with this stage is its small size; there's nowhere to run and little room for error. Though the platforms held by the waterspouts rise and fall, they do so slowly, so they're not a concern. Instead, focus on holding the middle ground and mercilessly attacking any opponent who closes in, using Smash attacks.

Dream Land: Green Greens

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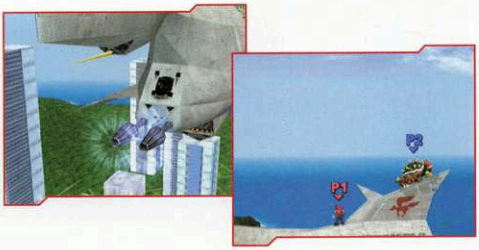
Green Greens is a colorful, medium-size stage with a huge tree in the center. The tree blows gales of wind that threaten to blow you off of the stage; the tree also shakes off apples from time to time, and you can throw them as weapons. There is a gap on each side of the tree, and blocks fall to fill these gaps. You can destroy these blocks by attacking them, but some of them are bombs that explode when struck, doing 22 percent damage and sending anyone nearby flying.

Tips

Keep your eyes on several things in this stage. Watch what the tree is doing so you can prepare if it blows. Use the apples it drops, or your opponents will! Although breaking the falling blocks is fun and a useful strategy, it is also dangerous. Bomb blocks are very powerful, and if you break the blocks, you expose the gaps in the ground until more blocks fall. Let the blocks be and concentrate on doing damage to your opponents.

Lylat System: Corneria

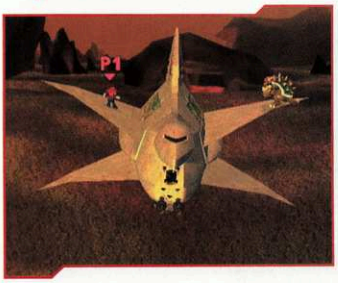
This is Fox's stage, and it's set on Star Fox's mother ship, the *Great Fox*. As you soar through the sky, fighter jets zip past in all directions, firing lasers at everyone. If you're at the bottom of the ship, the huge lasers there may charge and fire, doing 30 percent damage to anyone they hit (although it's hard for them to hit you).



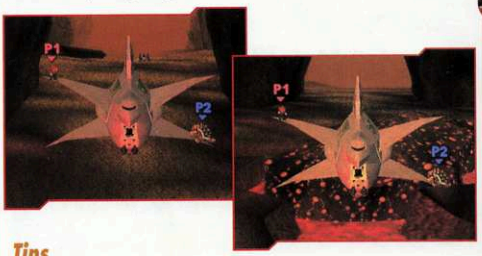
Tips

Stay in the middle of the top of the ship to reduce the chances of being knocked off of it. However, the small fighter jets attack there often, so there is no safe ground. Keep moving and pursue your opponents, especially when their damage percentages are high. Stay clear of the tail portion of the ship, because it's the easiest place from which you can get knocked off.

Lylat System: Venom



Venom is another flying-ship stage, and this time the view is the front of the ship as it flies. The change of perspective and the style of the ship make for a different battle than before. There are four main wings you can use as platforms, and a high tailpiece in the center of the ship, making it difficult to go from one side to the other. Those annoying fighter jets are present, and they fire at you. Also, debris sails by during the fight.



Tips

Because the ship has four wings to use as platforms, make the best use of all four. When the fighter jets close in, drop to the lower wings to avoid being fired on, but don't fight there—it is easy to be knocked off the ship. When you are attacking, stay on the upper wings near the center tailpiece to ensure that you won't be surprised from behind and knocked off. Also, use the fighter jets as platforms to get out of your opponent's reach and attack from above.

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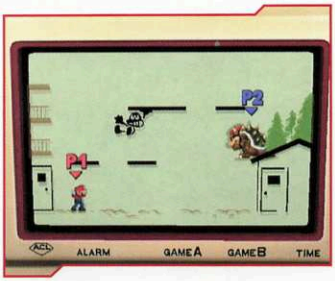
Superflat World: Flat Zone



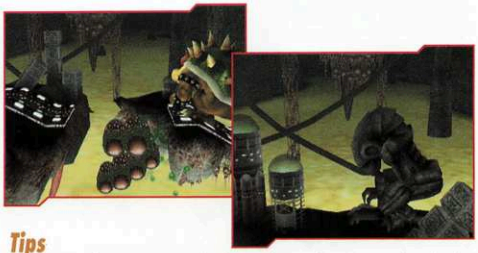
Flat Zone could only be Mr. Game & Watch's stage, and is modeled to look like a *Game & Watch* game! It's a medium-size stage with lots of platforms; however, some of them disappear without warning. From time to time, objects fall from the sky, doing 10 percent damage to anyone they hit. Also, an oil slick appears occasionally at the bottom of the stage, making you slip and slide if you're caught in it.

Tips

Stay in the center of the stage. Watch for falling objects, and defend or dodge when necessary. The oil slick is a pain, but you can see a little *Game & Watch* person appear and throw it, so you know when it's coming, and can get clear in time. Some platforms disappear from underneath you, but these are the platforms with the *Game & Watch* character underneath them, so you can prepare for that as well.

Planet Zebes: Brinstar

This is a stage in the style of *Metroid*, so there are all kinds of weird alien things going on. You can detatch the two side platforms from the main body of the stage by attacking the vein-like supports holding them. You can also create a gap in the ground by attacking the green cluster of globules on the right side of the stage. From time to time, the stage drops into the huge lake of acidic lava, plunging you in and doing 14 percent damage. The only safe area of the stage is the uppermost center platform, which is never submerged in the goo.



Tips

This stage is a huge trap, so watch what it's doing. When you see it heading for the goo, get up to that center platform! Although the two side platforms aren't always dunked, they sometimes are, so it's not worth the risk trying to stay on one of them. Fight for the center platform; that's where victory lies.

Planet Zebes: Brinstar Depths

One of the coolest stages in the game, Brinstar Depths features an oval-shaped stage floating above a lake of lava, with an enormous monster (Kraid) in the background. Kraid roars and slams one of the sides of the stage with his fist from time to time, causing the stage to rotate! This changes the stage, and as a result this stage is pure chaos.

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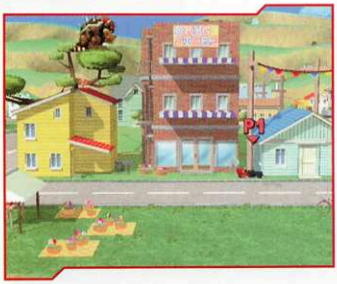
Tips

As with the stage before, Brinstar Depths is a huge trap. The monster in the background randomly strikes the stage, making it rotate, so it's hard to find stable footing. Always look for the high ground, and fight to get there. Assume the stage will rotate either way, and be ready for both possibilities. It is difficult to judge which way the stage will spin, even if you watch the monster, so focus on finding opportunistic locations. Use the stage to your advantage (and your opponent's disadvantage) often throughout the fight.

Eagleland: Onett

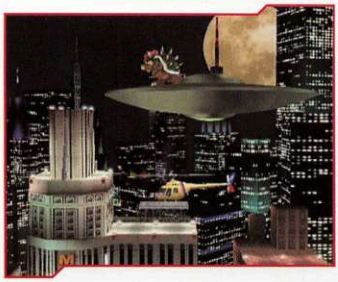


This moderate-sized stage looks like a bright, cheerful town, but looks are deceiving. Dangers await you everywhere, from trap-door-style platforms to road-rage driven traffic. Jumping on the drugstore's awnings several times causes the sign above them to fall, making the awnings collapse and casting you into the busy street! That's the last place you want to be, because cars drive by and nail you for 30 percent damage and hurl you through the air. Onett has several other platforms to use, including the tree bough in the upper left of the stage, the rope of colored flags in the upper right, and the nearby house's rooftops.

Tips

Don't play in the street. You get a quick warning signal before the cars zip by, but you can never afford an extra 30 percent damage, so don't get hit! Use the platforms above the street; there are plenty of them. When you see the drug store sign tilt, it's about to fall! Clear off those awnings and find more stable ground.

Eagleland: Fourside



Fourside is a large stage set on skyscraper rooftops overlooking a vast metropolis at night. Helicopters fly in and land on the helipad on top of the center building; they don't affect the stage, so there's no need to watch for them. However, from time to time, alien spaceships fly onto the upper right and left sides of the stage. You can use these as platforms from which to launch an aerial attack. There is also a crane on the far left that moves a wooden platform around a bit, but not drastically.

Tips

Watch out for the gaps in this stage; there are many of them, and they are dangerous. If you aren't able to catch the edge when falling, you face a long drop to the ground. Stay in one place and fight from there; jumping around increases the risk of a fall. Use the spaceships; they're safe and are good places to catch your breath for a second or two.

F-Zero Grand Prix: Mute City

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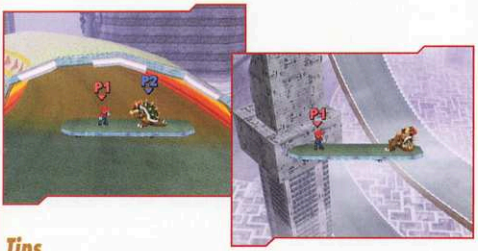
This is the first of the two *F-Zero*-style racetracks, and it's quite a ride! In this stage, you are taken by a platform to different locations on the track. If you aren't on the platform when it leaves, you'll be bounced around for 18 percent damage each hit, until the platform stops at the next area. Each area is different: most have platforms, and sometimes you need to dodge the F-Zero racers as they zoom around the track. If you aren't quick, they'll hit you for 10 percent damage each time!



Tips

Knowing each of the areas the platform stops at is a huge advantage for this stage, because it effectively lets you plan your strategy more. However, that knowledge only comes with experience. Don't miss your ride—if you're not on the platform when it leaves, you suffer big damage. Use the platforms wherever they are, if for nothing else but to dodge the cars that could zing by at any moment.

46 F-Zero Grand Prix: Big Blue

Big Blue is the second *F-Zero*-style track, but it is different from the first one. In Big Blue, you're fighting on the cars as they race along the track, which makes for a frantic battle! Use the large flying ship, the flat hovercraft, and bubble-shaped hover-cameras as platforms. Falling off the cars and onto the track isn't a good thing, but it does no damage. However, you'll be left behind and KO'd if you don't climb onto a car.

Tips

This is a fast-paced stage, so you must be ready to react to your surroundings. Pick your fights carefully, and don't stay engaged in one area for long. Cars and craft move off screen as the match goes on, so move to the ones that have just shown up; they stick around for awhile. The large flying ship is one of the best places to be, because you've got room to move and it stays onscreen longer than most other craft.

Kanto: Pokémon Stadium

Pokémon stadium is more than meets the eye. At first, it looks like a standard arena with one floating platform on each side. After a short time, however, the stage transforms randomly into one of four modes: Water, Rock, Fire, or Grass. These stages each have their own characteristics and platforms, so this is five stages in one! After a short time, it transforms to the normal mode, then repeats this process.

Tips

The large monitor in the background isn't there for looks; it displays useful information during the fight. It displays informative tidbits like the score, current leader, etc., and also flashes a symbol before transforming, hinting at the stage into which it's about to change. The fireball symbol is for Fire mode, which has a dead tree platform on the right and a burning building on the left; use the

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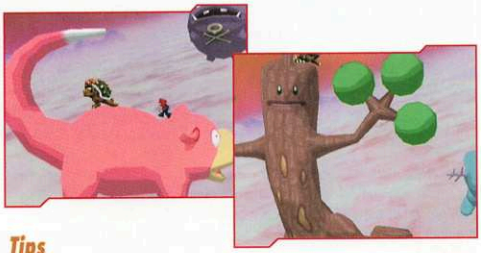
building as a platform. The wave symbol is for Water mode, which features a center platform, a windmill to the left that can be used as a platform (although it moves quickly), and a platform to the right held by a fountain. The mountain-like symbol is for Rock mode, which is a rocky coal mine with two slanted platforms in the middle, two platforms on the left, and a large hunk of metal sticking out of the ground in the middle. The tree symbol is for Grass mode, which is a wooded area with a large tree on the left (which can be used as a platform), and two platforms in the middle.

Kanto Skies: Poké Floats

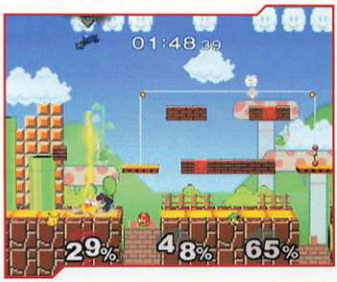
This is the second stage with a Pokémon theme to it, but it's not like the first one. Instead of a transforming battle area, this stage takes place in the sky, on top of several enormous Pokémon float-balloons. You start on Squirtle, but you have to jump from Poké Float to Poké Float to stay alive. The stage runs in a looping pattern, eventually ending with you back on Squirtle, and starting over. Most of the Poké Floats are inanimate, but some move a little, stretching out their tails or sticking out their tongues, so stay alert at all times!



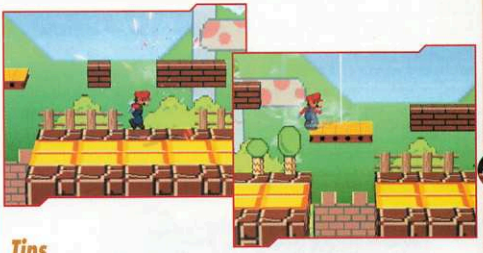
Tips

Like the F-Zero stage Big Blue, Poké Floats has platforms (Poké Floats) that move on- and offscreen. Jump from float to float to stay alive. Don't stand on one float and duke it out; keep moving and make your way onto floats that have recently come onscreen. They usually remain onscreen for awhile before slipping away.

Mushroom: Kingdom



Kingdom is a medium-size stage in the style of the original *Super Mario Bros.*® for the Nintedo Entertainment System®. You can smash the brick platforms with any attack, and they reappear after a few seconds. The platforms that hang over the gaps in the center of the stage are on a balance, and they fall into the gaps below if you stay on them for more than a second or two.



Tips

Staying to the sides is as effective as holding the middle ground or moving around a lot, so there is no placement strategy for this stage. Watch out for the balance platforms and the gaps below them. Don't have faith in the brick platforms, either; they are easily destroyed and may not be there when you need them.

Mushroom: Kingdom II

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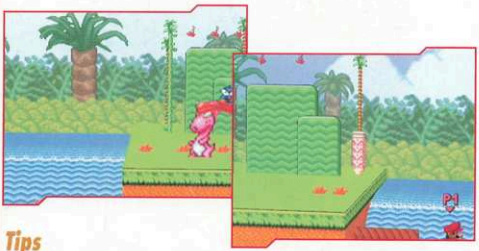
This is a stage in the style of *Super Mario Bros. 2*®, complete with Pidgits and Birdos! You can use Pidgit (the bird on the flying carpet) as a platform, but it will take off after a short time. Birdo walks in from either the far left or right and fires her familiar eggs across the stage. They do 1 percent damage each. In the center of the stage are two waterfalls that you can fall down, and occasionally logs roll down from the water and act as temporary platforms that can save you from a fatal fall.

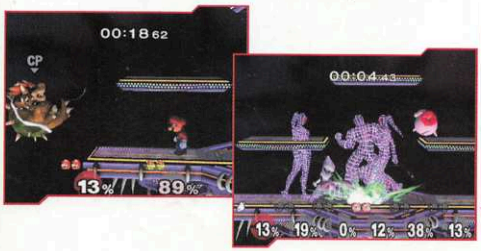


Tips

Staying to one side or the other is a wise course for this stage, because the waterfall gaps are easy to fall into. Although the logs can save you, they fall quickly and you can't count on them. Use Pidgit as a platform from which to launch powerful aerial assaults, but do not fall off as he hangs above the waterfalls. If you are near Birdo when she appears and you're getting annoyed with her eggs, hit her a few times to make her run off for the time being.

48 Special Stages: Battlefield

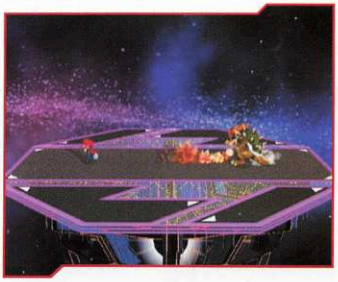
The Battlefield is a small stage that travels through space as you fight. There are three floating platforms in a triangular arrangement, and they don't pull any tricks; they stay right where they are. This is a standard stage that's all business.



Tips

Make good use of the platforms on this stage, because they are the only real features of the stage. Hop between them and use jumping attacks, or stand your ground in the center, but don't get too close to the edges.

Special Stages: Final Destination



Final Destination is similar to the Battlefield special stage, but it has a few differences that make the battle here more of a brawl. First, this stage is longer, so everyone has more room to move. Second, there are no platforms, so you have a long, flat battle area. Things get ugly fast on this stage! This is the stage where you fight the Master Hand (and Crazy Hand) in Classic mode, as well as Bowser (and Giga Bowser) in Adventure and Event modes.

Tips

Because there are no platforms, gaps, or gimmicks to Final Destination, you're in for a fast, tough fight. Make the most of what you've got—a lot of room. Keep moving and attacking—that way you'll be harder to hit. Stay in the center of the area when you attack to decrease the chance of being knocked offscreen and KO'd.

Past Stages: Dream Land

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Dream Land is a colorful, small stage reminiscent of Green Greens. It sports the same type of tree in the center of the stage, and it attempts to blow you off the edges; however, it doesn't drop any apples. There's a triangle of wooden plank platforms you can use to avoid enemies.

Tips

Like in Green Greens, watch out for the big tree while you're fighting, especially when you're near an edge. If you're not careful, you could be blown right off! However, if you use the platforms to nullify the effectiveness of the big tree's hot air, you won't have to worry about it.

Past Stages: Yoshi's Island

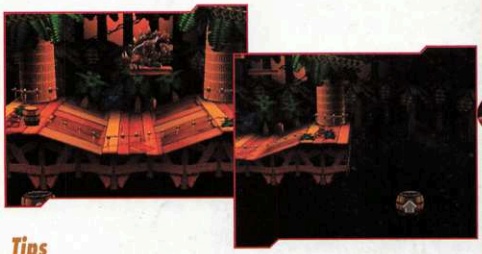
This is a small floating stage with a big heart in the center of the background. There are three slanted platforms you can jump onto and use. There is also a platform of clouds on each side of the stage, but the platforms vanish if you stand on them for more than a few seconds.

Tips

Staying in the center of the stage and using the platforms are important for this stage. Things get rough quickly, and if (or when) you are sent flying through the air, land on the cloud platforms on either side. By using them, you have a better chance of getting into the main battle area without getting KO'd.

Past Stages: Kongo Jungle

This stage is good-sized and set in the jungle, DK style. The thatched roofs on the palm trees serve as good platforms, and you can also use the two revolving platforms in the center of the stage. At the bottom of the stage, a Barrel Cannon floats from side to side and can save you from a fall. Launch yourself from the Barrel Cannon in the direction in which it's pointing by pressing Ⓐ at the proper time.



Tips

Stay away from the edges and use the platforms wisely to do well in this stage. The thatched-roof platforms in the palm trees are high, and they make good areas to stand your ground for awhile. If the Barrel Cannon saves you, launch yourself when the arrow is pointing up, because the direction of the arrow is the direction you'll be shot out!

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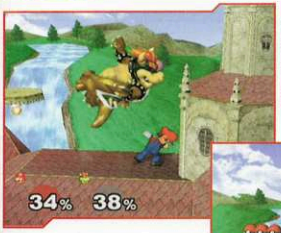
Super Smash Bros. Melee has an expanded single-player mode from the original *Super Smash Bros.*™, and the multiplayer VS. Mode is still as wild as ever. Choose VS. Mode from the main menu to access VS. Mode options.

Melee



Melee is a standard Smash battle for one to four players. Adjust the rules of the Melee match by going to Custom Rules (see "Custom Rules" later in this section). Pressing Ⓐ with Melee highlighted takes you to the Character Select menu. There are four player slots at the bottom of the screen.

The game recognizes how many controllers are plugged into the Nintendo GameCube™ and which ports they're in. For each controller inserted, a pointing hand appears on the screen, labeled 1P, 2P, 3P, or 4P depending on the player that controls it. Use ○ to move your pointer to the character you wish to play as, then press Ⓐ. After you select a character, press ◁ or ▷ to access alternate costumes for that character. To undo your character choice, press Ⓑ.

If you wish to play against computer-controlled (CPU) opponents, position your pointer in the upper left corner of the appropriate player slot and press Ⓐ until it says CPU. Determine the CPU player's skill level by pointing to the red dot over the character portrait, pressing Ⓐ, moving ○ left or right to slide the dot, and pressing Ⓐ after the desired level is displayed (1 = easiest, 9 = hardest). To select which character the CPU player controls, move your pointer to the CPU token, press Ⓐ, move the pointer to the character you want the CPU to play as, and press Ⓐ again.

To return a player slot to human control, press Ⓐ while pointing to the upper left corner of the appropriate player slot until it says HMN. You must have a controller plugged into the appropriate port on the Nintendo GameCube. To remove a player slot from the match altogether (and reduce the number of participants by one), press Ⓐ in the upper left corner of the slot until it says N/A. You must have at least two participants to begin a match.

To return to the VS. Mode menu, move your pointer over the word BACK in the upper right corner of the screen, and press Ⓐ. You must have a character selected to do this. When all participants have chosen characters, press START to continue on to the Stage Select menu.

At the Stage Select menu, any player can use ○ to select the stage on which to play. Move the pointer to the picture of the appropriate stage, and press Ⓐ to begin the Melee, or press Ⓑ to return to Character Select.

After the Melee is done, a screen listing each player's KOs, Falls, and SDs (Self-Destructs) appears, along with rankings for all players. The terms of victory depend upon the options chosen in Custom Rules. Players usually get one point for each KO they deliver, and lose one point for each Fall (getting KO'd) and SD (a self-KO) they suffer. After each player presses START, you return to the Character Select menu.

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Tournament Melee

Tournament Melee is a series of Melee matches for up to 64 characters, 2–4 at a time. Choose the type of Melee you want in Custom Rules, then choose Tournament from the VS. Mode menu. At the Tournament menu, determine the following options for your tournament:

Match Type

- **Tournament**: Up to 64 characters in a single tournament with bracketed matches.
- **Winner Out**: A repeating series of battles for last place, for up to 16 characters; winners don't continue.
- **Loser Out**: A repeating series of battles for first place, for up to 16 characters, losers don't continue.

No. of Combatants

Set the number of characters competing in each match in the tournament. This number varies depending on how many controllers you have plugged into the Nintendo GameCube.

Entrants

Set the number of players in the tournament. This number varies depending on which match type you have selected, how many combatants you have selected, and how many controllers you have plugged into the Nintendo GameCube.

Eliminations

Set how many losses it takes to disqualify an entrant from the tournament.

Stage Selection

Choose from:

- **Single Random**: All matches take place on one random stage.
- **Always Different**: Every match takes place on a different random stage.
- **Choose First**: Players select the one stage on which all matches will take place.
- **Choose All**: Players select each stage for every match.

After all five options are determined, select OK to start, Options to set the Custom Rules, or Redo to start over.

Selecting OK takes you to the Name and Character select menu. Use ↑ and ↓ to select an entrant, and ← and → to select that entrant's character and name. Confirm all choices with Ⓐ. Press (START) to go to the pre-match screen. Press Ⓑ to return to the previous screen.

At the pre-match screen, each entrant involved in the next match must press (START) to begin the match. To return to the previous screen, press and hold Ⓑ. After the match, you get the usual stats screen and advance to the next round of the tournament.

Special Melee

There are 10 Special Melees, each a version of the normal Melee match with a twist:

Camera Mode

The 4P controller controls the view and snaps pictures, which are saved to the Memory Card. Follow the onscreen instructions for taking and saving pictures. This mode requires a controller in the 4P port, and a human player to use it. If you have only one controller, set up a match with 1–3 CPU players and photograph them by plugging your controller into the 4P port. Access your photos through the Data option on the main menu.

Stamina Mode

Players fight until all but one character is reduced to 0 HP or is KO'd.

Super Sudden Death

Every character starts at 300 percent damage.

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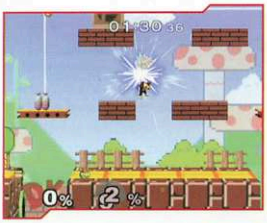
Giant Melee

All players are giant-sized, as if they all had permanent Super Mushrooms.



Tiny Melee

All players are tiny, as if they all had permanent Poison Mushrooms.

Invisible Melee

All players are invisible, as if they all had permanent Cloaking Devices.

Fixed-Camera Mode

The camera starts zoomed out to the maximum, and does not zoom in or scroll except in cases when the stage moves (such as the Rainbow Cruise stage).

Single-Button Mode

A beginner mode where players use only Ⓐ and ○. This disables ✕ and ○ as jump buttons, as well as Shield and Dodge (L and R) and Special moves (Ⓑ).

Lightning Melee

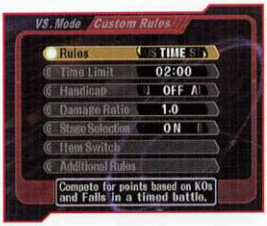
All players move at high speeds.

Slo-Mo Melee

All players move in slow motion.

Custom Rules

Customize your Melee match with the following options:



Rules

- **Time**: Compete for points based on KOs and Falls in a timed battle.
- **Stock**: Battle to be the last one standing.
- **Coin**: Battle to collect the most Coins; collect Coins by hitting other characters. Gold Coins are worth 10 points, silver are worth 5 points, and copper are worth 1 point.
- **Bonus**: Compete for Bonus points based on your fighting style; see the "Super Smash Secrets" section for the Bonuses and Penalties table.

Time Limit

Set a time limit of 1 to 99 minutes, or turn the time limit off.

Handicap

Handicaps start better players with "invisible" damage (which is not reflected in the character's Damage Meter) in an attempt to even the odds between players of different skill levels. Choose from:

- **Off**: No handicaps.
- **Auto**: Handicaps are set automatically based on win percentages.
- **On**: Players set individual handicaps.

Handicaps are set at the Character Select menu with a slider similar to the one used for setting the CPU difficulty level for a character. A Handicap of 1 is for excellent players, and 9 is for poor players.

Damage Ratio

The higher the Damage Ratio, the more damage moves do; 1.0 is the standard. Set it anywhere from 0.5 to 2.0 in increments of 0.1.

Stage Selection

Choose from:

- **On**: All human players can choose stages to battle on.
- **Random**: Stages are chosen randomly, as if Random had been chosen at the Stage Select screen.
- **Ordered**: Battle through stages in a predetermined order.
- **Turns**: Players take turns choosing stages.
- **Loser**: The loser of a match chooses the next stage.

Item Switch

This takes you to a menu where you can determine which items appear, and how often.

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Stock Match Time Limit
Set a time limit for Stock matches, or turn the time limit off.

Friendly Fire
Decide if you want allies to be able to damage each other (On) or not (Off).

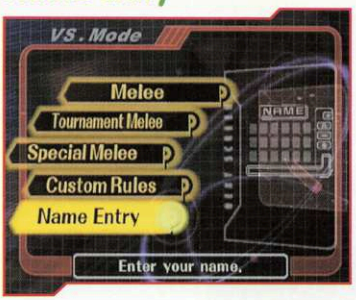
Pause
Enable or disable in-game pausing.

Score Display
Enable or disable onscreen score display during Melee matches. This feature must be unlocked by accumulating more than 5,000 KOs in Melee matches.

Self-Destructs
Decide if Self-Destructs subtract 0, 1, or 2 points from players' scores.

Random Stage
This option lets you determine which stages are included or excluded when you choose Random from the Stage Select menu. Unlock this feature by unlocking all of the stages except Battlefield, Final Destination, and the three Past Stages (Dream Land, Yoshi's Island, and Kongo Jungle).

Name Entry



This menu option allows you to enter and save a name of up to four letters that you can choose from a list when playing Tournaments, rather than having to enter it each time. Choose New to enter a new name, List to arrange all names in alphabetical order, and Erase to delete a name from the list. If you have more than 24 names, they will not all fit on one screen. Press L and R to scroll left and right.

When entering a name with New, highlight a letter with ○, and press Ⓐ to choose it. Press Ⓑ to backspace. Move the cursor to the right side of the screen to choose between Japanese or English characters, use the backspace option (same as Ⓑ), or get a random pre-generated name. When finished, move the cursor to the bottom of the screen and press Ⓐ when Confirm is highlighted. The name saves.

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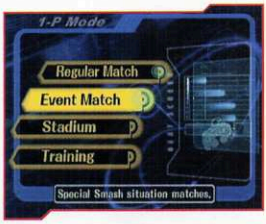
The 1-P Mode has four different categories of matches: Regular, Event, Stadium, and Training. The three Regular Match modes—Classic (see page 64), Adventure (see page 68), and All-Star (see page 76)— each have their own sections in this guide. For more information on the other three 1-P matches, read on.

Event Matches



There are 51 Event Matches in *Super Smash Bros. Melee*. Each one has its own challenges and conditions for victory. Some require you to play as a specific character, though most allow you to choose. The Event Matches get progressively more difficult, so don't get cocky if you breeze through the first dozen or so. If you wind up getting stuck on one, try using different characters if possible, and use different strategies to see what works and what doesn't.

Only 10 of the Event Matches are available at the beginning of the game. To unlock more, see the following table:

1-P Mode Event Match
SUBJECT TABLE
Lv. 1 Trouble King
Lv. 2 Lord of the Jungle
Lv. 3 Bomb-fest
Lv. 4 Dino-wrangling
Lv. 5 Spare Change
Lv. 6 Kirby's on Parade
Lv. 7 Pokémon Battle
Lv. 8 Hot Date on Brinstar
Lv. 9 Hide 'n' Sheik
HIGH SCORE 00:27.45 (TIME)
Fight Bowser in a classic Mushroom Kingdom clash!
MARIO

Unlocking Event Matches

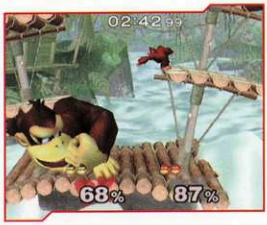
Match	How to Unlock
1–10	Initially playable.
11–30	Clear all of the available Event Matches.
31–39	Clear the first 30 matches, unlock Jigglypuff, Luigi, Falco, and Young Link.
40–50	Clear the first 30 matches, unlock all 11 hidden characters.
51	Clear the first 50 matches, defeat Giga Bowser in Adventure mode.

Event Match 1: Trouble King

Character: Mario
Opponent: Bowser
Stage: Battlefield

Fight Bowser in a classic clash! Each of you has two chances in your Stock, so you need to score two KOs for victory. This is a very easy match that should give you no problems.

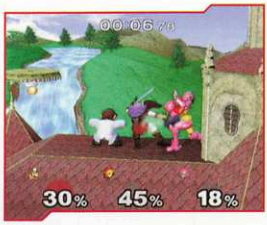
Event Match 2: Lord of the Jungle



Character: Donkey Kong (giant)
Opponent: Donkey Kong (tiny)
Stage: Kongo Jungle

You might think that a tiny DK would be no match for a giant one, but your size is actually a liability in this match: your opponent will try to get in close so that you can't hit him. Keep moving so you have enough distance to swat him and earn two KOs.

Event Match 3: Bomb-Fest



Character: Any
Opponents: Samus Aran, Link
Stage: Princess Peach's Castle

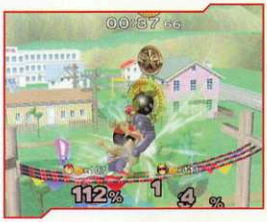
This is a straightforward one-on-two match against two characters who are known for their use of Bombs: Samus and Link. Make good use of your Shield to keep from getting blown up, and pummel each of them for one KO to win.

Event Match 4: Dino-Wrangling

Character: Any
Opponent: Yoshi (giant)
Stage: Yoshi's Story

You should have no trouble scoring the single required KO in this match. Although Yoshi is giant, the stage is very small, which makes him prone to falling off. Also, you have three chances in your Stock, and he has only one.

Event Match 5: Spare Change



Character: Ness
Opponent: Captain Falcon
Stage: Onett

You have 1:20 to collect 200 Coins by smacking Captain Falcon around, similar to the Coin Battle VS. Mode match. Powerful moves and combos release more Coins, so use your PK Fire and Smash attacks relentlessly. If you get KO'd, you lose about half of your Coins.

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Event Match 6: Kirbys on Parade

Character: Any
Opponents: Kirby (x3)
Stage: Fountain of Dreams

You have to KO each of the three Kirbys twice, but you've only got one chance in your Stock. Fortunately, the Kirbys are lightweights who usually avoid you, and there is no time limit. They stick together, so use Smash attacks that hit all of them at once.

Event Match 7: Pokémon Battle

Character: Any
Opponent: Pikachu
Stage: Pokémon Stadium

You and Pikachu both have two chances in your Stock, and the only way to inflict damage is to release Pokémon from Poké Balls. Pick a swift character, because the match essentially comes down to a race to get to the Poké Balls first.

Event Match 8: Hot Date on Brinstar

Character: Any
Opponent: Samus Aran
Stage: Brinstar

You and Samus each have three chances in your Stock, and you both begin the fight with more than 100 percent damage, so any solid hit has the chance to KO you. Press the attack and use Smash attacks liberally.

Event Match 9: Hide 'n' Sheik

Character: Any
Opponent: Zelda (x2)
Stage: Great Bay

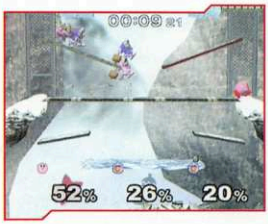
This is a typical one-on-two fight, with one exception: KO'ing Zelda only counts if she's Sheik at the time. You can soften her up while in her normal form, but if you KO her as Zelda, she returns with all damage healed. Save your Smash attacks until she makes the change, then attack relentlessly.

Event Match 10: All-Star Match 1

Character: Any
Opponent: Mario, Donkey Kong, Yoshi, Peach, Bowser
Stages: Yoshi's Island, Jungle Japes, Yoshi's Story, Princess Peach's Castle, Rainbow Cruise

You start with two chances in your Stock, and you must KO opponents as they attack one at a time. Every time you KO one, you move on to the next stage, but your damage meter carries over from the last match.

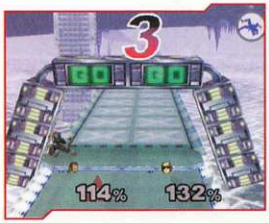
Event Match 11: King of the Mountain



Character: Any
Opponent: Ice Climbers (infinite)
Stage: Icicle Mountain

The goal is to survive for 60 seconds against an infinite number of Ice Climbers that attack two pairs at a time. Pick a character with good jumping abilities; your best bet is to avoid their attacks while leaping up the mountain as it scrolls.

Event Match 12: Seconds, Anyone?



Character: Any
Opponent: Captain Falcon
Stage: Mute City

You and Captain Falcon both start out with one chance in your Stock, 100 percent damage, and seven seconds on the clock. You must KO him within that time. Pick a powerful character and deliver one Smash attack to win.

Event Match 13: Yoshi's Egg

Character: Yoshi
Opponent: Fox McCloud, Donkey Kong, Pikachu
Stage: Rainbow Cruise

Instead of KO'ing your opponents, your first priority is to protect the Yoshi Egg for the entire 55-second time limit. The Egg is lost if it gets smashed or thrown out of the stage. For the first part of the match, distract your adversaries. When the boat begins to tip and sink, grab the Egg, hop onto the platforms on the left, and play keep-away until time runs out.

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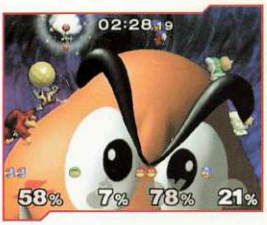
Event Match 14: Trophy Tussle 1



Character: Any
Opponent: Random (x3)
Stage: A giant Goomba Trophy

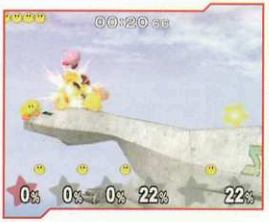
You have three minutes to KO each of your opponents twice, with two chances in your own Stock. Aside from these conditions, it's a typical handicapped match, so pick a character that you're very comfortable with and can handle the odds.

Event Match 15: Girl Power

Character: Any
Opponent: Samus Aran, Princess Peach, Zelda
Stage: Fountain of Dreams

Another one-on-three match, this time with no time limit. Study your opponents' strengths and weaknesses before heading into the match, and choose a quick character that you've got some skill with.

Event Match 16: Kirby's Air-Raid



Character: Kirby
Opponent: Kirby (x10)
Stage: Corneria

You need to KO all 10 Kirbys within the 0:38 time limit, but normal attacks have no effect; you need to use Warp Stars. Any hit with a Warp Star KOs all Kirbys in the area. The Kirbys walk back and forth without attacking, so you can anticipate where they're going to be. Use Warp Stars lying just in front of the direction in which the Kirbys are heading, and get more than one Kirby at once.

Event Match 17: Bounty Hunters

Character: Samus Aran
Opponent: Bowser, Captain Falcon (allied opponent)
Stage: Jungle Japes

You and Captain Falcon will have no trouble KO'ing Bowser within the 2:00 time limit, but you have to be the one to land the strike that sends Bowser out of the arena. You can't strike Falcon, so make sure you're in the thick of the fight, and use Smash attacks on Bowser when he starts accumulating damage.

Event Match 18: Link's Adventure

Character: Link
Opponent: Link (shadow)
Stage: Temple

This is a typical one-on-one match against a skilled shadowy version of Link. There is no time limit, and you each have two chances in your Stock, so it's just a matter of out-fighting your opponent.

Event Match 19: Peach's Peril

Character: Mario
Opponent: Bowser
Stage: Final Destination

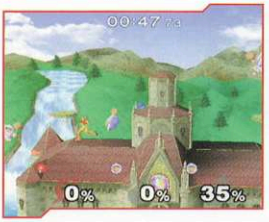
Bowser's trying to KO Peach, and you, as Mario, must save her. Bowser always tries to attack Peach unless you're between them. You can either KO him or guard her until the 1:00 time limit expires. If you or Peach is KO'd, you lose.

Event Match 20: All-Star Match 2

Character: Any
Opponent: Samus Aran, Link, Zelda, Captain Falcon, Fox McCloud
Stages: Brinstar, Great Bay, Temple, Mute City, Corneria

This is another All-Star Match in which you face five opponents, one at a time, on five different stages. You have two chances in your Stock and 4:00 to do it in, and your damage carries over from one match to the next. Good luck!

Event Match 21: Ice Breaker



Character: Any
Opponent: Ice Climbers (x2)
Stage: Princess Peach's Castle

You have one minute to KO both Nanas (the pink Ice Climbers). If you KO either Popo (the blue Ice Climbers), you lose. Your best bet is to knock them skyward as a pair, and keep hitting them; eventually, they separate as one takes more damage than the other and flies farther up. Once they're separated, quickly execute a Smash attack on Nana to send her flying. The Popos do not attack during this Event Match, and the Nanas don't attack much.

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Event Match 22: Super Mario 128

Character: Any
Opponent: Mario (tiny lightweight, x128)
Stage: Mushroom Kingdom II

This is a simple endurance match. You need to KO 128 tiny Marios without getting KO'd yourself. The Marios are lightweights and go flying without much effort, so focus on keeping them from inflicting their tiny amounts of damage on you—it adds up.

Event Match 23: Slippy's Invention

Character: Any
Opponent: Fox McCloud, Falco Lombardi (both invisible)
Stage: Venom

You have two chances in your Stock to inflict two KOs each on Fox and Falco. They are both invisible, but unlike the usual Cloaking Device power-up, you can inflict damage on them. Since you can't see them, back up against the vertical tail fin of the *Great Fox* and keep swinging. Choose a speedy character, because the best defense in this match is a good offense.

Event Match 24: The Yoshi Herd

Character: Any
Opponent: Yoshi (lightweight, x30)
Stage: Yoshi's Island

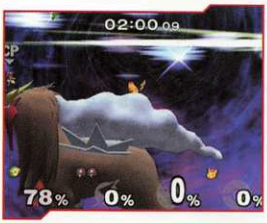
With 2:00 on the clock, KO 30 lightweight Yoshis. You have only one chance in your Stock, so don't make sloppy mistakes. Use Strong and Smash attacks, and choose a character with a good balance of speed and power.

Event Match 25: Gargantuans

Character: Bowser (giant)
Opponent: Donkey Kong (giant), Mario (tiny), Peach (tiny)
Stage: Fourside

Don't worry about the tiny Mario and Peach; they're just there to make this stage look more like a giant monster movie. Don't move around too much, because Bowser has a hard time recovering from falls. Wait for DK to draw near, then slam him with power moves. DK is faster than Bowser, but Bowser's Whirling Fortress is a great offensive and defensive move, all in one.

Event Match 26: Trophy Tussle 2



Character: Any
Opponent: Random (x3)
Stage: A giant Entei Trophy

Just like the first Trophy Tussle, you have two chances in your Stock to KO each of your three opponents twice. One hangs back and fires missile attacks; stay toward the other side of the stage and focus on taking out the other two opponents, then go after the third. You have a 3:00 time limit, so don't dawdle.

Event Match 27: Cold Armor

Character: Samus Aran
Opponent: Samus Aran (metal, x3)
Stage: Brinstar Depths

Your three opponents are metallic and have two chances in their Stocks, as opposed to your one. To even the odds, attack furiously in the beginning, and when the stage begins to rotate, use their mass against them by knocking them over to areas that are about to become vertical. Use the contours of the environment to shield yourself from their attacks, and separate them from each other.

Event Match 28: Puffballs Unite!

Character: Any
Opponent: Kirby (x14)
Stage: Green Greens

Unlike most battles in which you face multiple opponents, the Kirbys in this match are not lightweights. You only have 2:00 to KO all 14, so strike quickly. Their missile attacks are impressive due to their copied abilities, but Kirby is still a creampuff up close, so choose a tough character that can pull off Smash attacks quickly.

Event Match 29: Triforce Gathering

Character: Link
Opponent: Ganondorf
Stage: Temple

You have an ally in Zelda, but if she is KO'd, you lose. Both of you need to work together to KO Ganondorf twice. If your damage meters start climbing too high, lure Ganondorf toward the center of the stage, because it's very hard to KO a character from there. Attack Ganondorf from the opposite direction as Zelda so that he can't defend against both strikes. But be careful, Zelda can be hurt by Link's Bomb explosions.

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Event Match 30: All-Star Match 3

Character: Any
Opponent: Kirby, Pikachu, Ness, Ice Climbers
Stages: Fountain of Dreams, Pokémon Stadium, Onett, Icicle Mountain

The enemies are a little tougher, but the third All-Star Match has the same conditions as the first two. With 4:00 on the clock, you have two chances in your Stock to KO your five opponents on five different stages, and damage carries over from one match to the next.

Event Match 31: Mario Bros. Madness

Character: Any
Opponent: Mario, Luigi
Stage: Kingdom

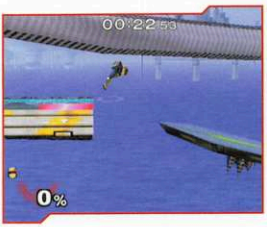
KO both Mario Bros. to rack up points, just like a VS. Mode Melee match. Each character gets one point for each KO he scores, and loses a point for each KO or Self-Destruct he suffers. You need to have more points than Mario or Luigi at the end of the match to win, and you've got a 2:00 time limit to do it in. Although you are the Mario Bros.' primary target, they attack each other if you're not in the immediate vicinity.

Event Match 32: Target Acquired

Character: Falco Lombardi
Opponent: Jigglypuff
Stage: Corneria

Jigglypuff doesn't put up much of a fight, and it always starts off at 70 percent damage. You have 1:00 to KO Jigglypuff as many times as possible. The goal is to KO Jigglypuff more times than the incoming Airwings do.

Event Match 33: Lethal Marathon



Character: Captain Falcon
Opponent: None, except the F-Zero racers
Stage: The F-Zero racetrack from Adventure mode

This Event Match is identical to Stage 8-1 from Adventure mode (see "1-P Mode Adventure Regular Match," page 73). The only difference is that everything is twice as fast, and getting run down by the F-Zero Racers means instant failure. You need to make good use of Captain Falcon's speed to get to the finish line in 45 seconds without getting hit even once. Jump up onto every fourth pink platform to avoid getting hit by the racers.

Event Match 34: Seven Years

Character: Young Link
Opponent: Link
Stage: Great Bay

A straightforward one-on-one fight against Link, this Event Match pushes your speed and reflexes to the limit. Link is more powerful and has a longer reach than Young Link, but Young Link is faster. The best strategy is to use Young Link's missile attacks when Link is at a distance, and let him come to you. It's a tough fight, as each of you has three chances in your Stock, so prepare yourself by mastering Young Link's moves in Training beforehand.

Event Match 35: Time for a Checkup

Character: Luigi
Opponent: Dr. Mario, Peach
Stage: Yoshi's Story

Dr. Mario obviously never took the Hippocratic oath, because he certainly has no problem with doing harm. He and Peach attack as a pair; while you're reeling from one of Dr. Mario's strikes, Peach comes in for the follow-up blow. They're both very fast, and you need to depend heavily on Luigi's Green Rocket as a recovery and an offensive move. KO Dr. Mario and Peach once each for the victory. A single KO for you means defeat. You have 3:00. Get to it!

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Event Match 36: Space Travelers

Character: Ness
Opponent: Samus Aran, Kirby, Fox McCloud, Captain Falcon, Falco Lombardi
Stage: Fourside, Battlefield

Similar to an All-Star Match, you must KO five enemies once each on two different stages. You face Samus, Kirby, and Fox on Fourside, and Falcon and Falco on Battlefield. Make sure you have mastered all of Ness's Special attacks before playing this stage. His PK Flash and PK Fire are especially useful if you control your attacks with ○ and wait for enemies to draw near.

Event Match 37: Legendary Pokémon

Character: Any
Opponent: Wire Frame Fighters (giant, x4), Jigglypuff
Stage: Battlefield

You have four tough giant Wire Frame Fighters and Jigglypuff as enemies, and you need to KO each twice. Fortunately, Poké Balls with legendary Pokémon in them appear on the stage. Jigglypuff is the only enemy that uses them against you, so take out Jigglypuff first. Don't waste a lot of time in hand-to-hand combat; the legendary Pokémon will do your job for you, if you can get to them before your opponents do.

Event Match 38: Super Mario Bros. 2

Character: Any
Opponent: Mario, Luigi, Peach
Stage: Mushroom Kingdom II

You need to KO each of your three opponents twice to win. They need to KO you twice to make you lose, and they're all pretty tough and fast. Move right and left across the stage, luring them to your side and unleashing Smash attacks on them. The best ways to get KOs are to knock them into the two chasms on either side of the center platform or off the right or left side of the stage.

Event Match 39: Jigglypuff Live!

Character: Jigglypuff
Opponent: Jigglypuff (x3)
Stage: Pokémon Stadium

The toughest thing about this fight might be the fact that all of the characters are nearly identical (you're the one without any head accessories). You need to score three KOs on each of your three opponents, and you have three chances in your own Stock. Items, especially Poké Balls, are the keys to victory. Get to them before your opponents do.

Event Match 40: All-Star Match 4

Character: Any
Opponent: Marth, Luigi, Jigglypuff, Mewtwo, Mr. Game & Watch
Stages: Temple, Mushroom Kingdom II, Pokémon Floats, Final Destination, Flat Zone

As usual, this All-Star Match puts you up against five opponents on five different stages, with two chances in your Stock. Damage carries over from one match to the next, and you have a 4:00 time limit in which to complete the match.

Event Match 41: En Garde!

Character: Marth
Opponent: Link
Stage: Temple

This is a typical one-on-one match versus Link. He's a very dangerous adversary, so make sure you have mastered Marth's moves before you take him on. Since Marth doesn't have devastating missile attacks like Link does, keep the fight close and use Marth's quickness to wear Link down. You and Link each have two chances in your Stock.

Event Match 42: Trouble King 2

Character: Luigi
Opponent: Bowser (giant)
Stage: Pokémon Floats

This is another one-on-one match, but you're definitely at a disadvantage. Bowser's enormous size gives him great strength and mass, and there's not a lot of maneuvering room. Fortunately, Bowser's as slow as ever, so stick very close to him in the beginning, and use Smash attacks to try for the KO. If he hits you more than once, however, you're probably going to be KO'd. It's a definite mismatch and a tough fight, so prepare for more than a bit of frustration. Luigi's Green Rocket is a great attack and recovery move.

Event Match 43: Birds of Prey

Character: Fox McCloud
Opponent: Captain Falcon, Falco Lombardi
Stage: Big Blue

This event match is a high-speed one-on-two slugfest. Since all of the characters involved are very quick, you need every reflex you've got. Fox's Reflector is good for taking out both enemies when they're close to you, but use it too often and they'll catch on pretty quickly. You need to score two KOs on each adversary. You have two chances in your Stock, and no time limit.

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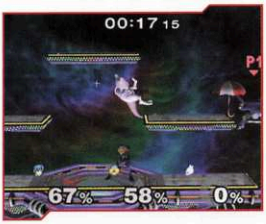
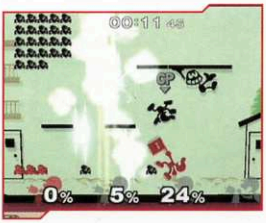
Event Match 44: Mewtwo Strikes!



Character: Any
Opponent: Zelda, Mewtwo
Stage: Battlefield

The match begins as a one-on-one fight with Zelda, but after about 15 seconds, Mewtwo joins the fray. You need to KO Mewtwo without KO'ing Zelda to win, and you have one chance in your Stock.

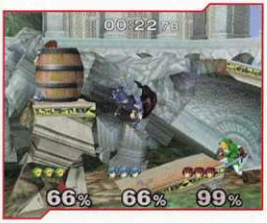
Event Match 45: Game & Watch Forever!



Character: Mr. Game & Watch
Opponent: Mr. Game & Watch (x25)
Stage: Flat Zone

You must KO 25 Mr. Game & Watches to complete this Event Match. Although they're not hard to knock out of the arena, they hit like piledrivers and can KO you with only a few shots. Stay toward the bottom of the screen, and use Strong and Smash attacks to send your opponents flying off the top of the screen for KOs.

Event Match 46: Fire Emblem Pride



Character: Any
Opponent: Marth, Roy
Stage: Temple

Event Match 46 puts you up against Marth and Roy, with three chances in your Stock and no time limit. You need to score three KOs on each opponent to win. Marth and Roy are devastating when working as a team in close-quarters combat, but they don't have any good missile attacks, so choose a quick character that can hit from a distance.

Event Match 47: Trophy Tussle 3

Character: Any
Opponent: Random (x3)
Stage: A giant Majora's Mask Trophy

This Trophy Tussle is similar to the previous two. You square off against three opponents, each of you having two chances in your Stock. There is a 3:00 time limit, and you must be the last one standing to win.

Event Match 48: Pikachu and Pichu

Character: Any
Opponent: Pikachu (x1), Pichu (x2)
Stage: Dream Land (Past Stage)

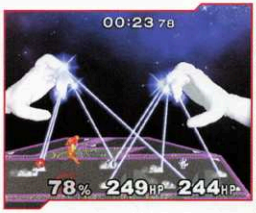
If you thought Pichu was a lame character, you won't after playing this match. The speed of the three Electric-type Pokémon is dazzling, and they have no problem ganging up on you. You have two chances in your Stock, and you're going to need them. There is no time limit, and you need to score one KO on each opponent to win.

Event Match 49: All-Star Match Deluxe

Character: Any
Opponent: Dr. Mario, Falco Lombardi, Pichu, Young Link, Roy, Ganondorf
Stages: Kingdom, Venom, Pokémon Stadium, Great Bay, Temple, Final Destination

This final All-Star Match pits you against six opponents across six stages. As usual, you have two chances in your Stock and a 4:00 time limit, and you need to KO each opponent once to continue. Damage from one match carries over to the next.

Event Match 50: Final Destination Match



Character: Any
Opponent: Master Hand, Crazy Hand
Stage: Final Destination

In this stage, you face the Master Hand (right hand) and the Crazy Hand (left hand), each with 300 HP. You need to reduce them both to 0 HP to win, and you only have one chance in your Stock to do it. Refer to the end of Chapter 7 for a list of the Hands' moves, and learn to anticipate them if you want to survive.

Event Match 51: The Showdown

Character: Any
Opponent: Giga Bowser, Mewtwo, Ganondorf
Stage: Final Destination

If there is a more intimidating combination of villains, we don't want to see it! You start off with three chances in your Stock and no time limit, and you need to KO all three of your enemies three times each to win! This match requires all of your skill and patience to complete. The only weakness your enemies have is that none of them are known for their speed, so your best bet is to choose a very quick character who can hit them and interrupt their power attacks before they can strike. Good luck...you'll need it!

Unlocking Hidden Items

You can unlock several hidden items by playing through the 51 Event Matches. See the table here for more information.

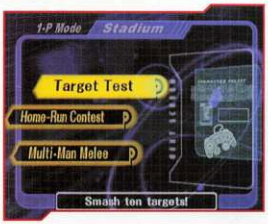
Event Match Awards

Match	Unlocks
3	Motion-Sensor Bomb Trophy
14	Goomba Trophy
26	Entei Trophy
29	Ganondorf character
37	Pichu character
45	Game & Watch Trophy
47	Majora's Mask Trophy
51	Final Destination Trophy, Final Destination stage

Stadium Matches

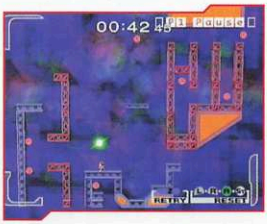
There are three Stadium Match types: Target Test, Home-Run Contest, and Multi-Man Melee.

Target Test



The goal of Target Test is to smash all 10 Targets as quickly as possible without falling off of the bottom of the screen. Any attack that does even 1 percent damage breaks a Target. Each character has a unique Target Test stage, designed for that character's unique abilities.

Before starting a Target Test with a new character, press START to see a zoomed-out view of the entire stage. This doesn't stop the clock, but it does let you formulate a plan of attack by looking over the whole level. Once you know what you're doing, you can always press Z when the game is paused to reset the Test.



Remember that the stage is specifically designed for your character, so expect to use most or all of your character's moves to get to all of the Targets. If you can't figure out how to get to certain Targets, make sure you know how to execute all of your character's moves, especially any missile attacks that you can guide with C. Also, try attacking the Targets in different orders. Occasionally, there is one Target that you have to make a suicidal leap of faith to reach—save it for last.

When you complete the Target Test with a character, your time for that character is saved as a record and added to the total of all characters' Target Test records. Setting records in Target Test unlocks certain items.

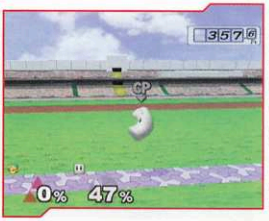
Target Test Awards

Record	Unlocks
Clear with all characters (no time limit)	Target Trophy; Mr. Game & Watch character; Past Times: Dream Land stage Sheriff Trophy
All characters times total less than 750 sec. (12.5 min.; avg. of 30 sec. per character)	
All characters times total less than 1,500 sec. (25 min.; avg. of 1 min. per character)	Lon Lon Milk Trophy

Home-Run Contest

In the Home-Run Contest, you have seven seconds to hit the Sandbag as far as you can with the provided Home-Run Bat. The best plan is to inflict as much damage as possible on the Sandbag before using the Bat to hit it with a fully-charged Smash attack. Remember, the more damage you inflict on any enemy (including the Sandbag), the farther it flies when you Smash it.

To soften up the Sandbag, you need to execute powerful moves that don't knock the Sandbag off of the pedestal. Consult the character move lists in the "Characters" section (page 5), and experiment with different moves to figure out how to do the most damage in the least time.



Don't get frustrated. You'll probably have to try several times with each character before you finally hit the long ball—er, bag. If you make a mistake, press START to pause the game and Z to restart, rather than having to go back to the Character Select menu. If you set a record, however, wait until the game returns to the Character Select menu so that the record will be saved.

Hard hitters: Yoshi, DK, Fox
Little leaguers: Pichu, Peach, Zelda

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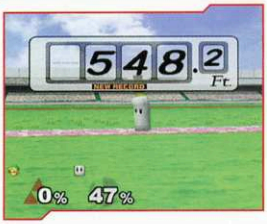


Setting certain records in the Home-Run Contest unlocks hidden items. Consult the table here for more details.

Home-Run Contest Awards

Record	Unlocks
985 feet approx. (300 meters) with any character	Sandbag Trophy
1,313 feet approx. (400 meters) with any character	Past Stages: Yoshi's Island Stage
1,477 feet approx. (450 meters) with any character	Paper Mario Trophy
16,405 feet approx. (5,000 meters) with all characters total	Unown Trophy

Multi-Man Melees

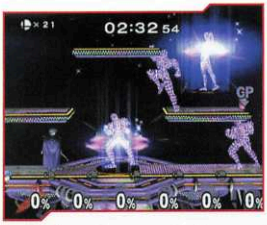
There are six varieties of Multi-Man Melee: 10-Man Melee, 100-Man Melee, 3-Minute Melee, 15-Minute Melee, Endless Melee, and Cruel Melee. Each has its own conditions, but all of them put you up against Wire Frame Fighters on the Battlefield stage with any character you choose.

Male Wire Frame Fighters are more aggressive than Female Wire Frame Fighters, who hang back and wait for opportunities to strike. Both genders like to attack as part of a large group, however. Since there are usually five of them onscreen at a time, you have to stay on your toes to keep from getting overwhelmed.

10-MAN AND 100-MAN MELEES

These matches require you to KO 10 or 100 Wire Frame Fighters. Fortunately, the Wire Frames are lightweights, and one Smash attack (or a Strong attack with a beefy character) will send them flying for the KO. Your best strategy is to stay just to one side of the center of the stage, wait for the Wire Frames to attack as a group, and swing with a carefully timed power move to send several of them out of the arena at once.

Marth is an especially good character to use for these Melees, because his Overhead Slash (↑ Ⓐ) can hit the platform above his head to take out any Wire Frames standing there. He's also got tremendous range and he swings quickly, which more than makes up for his lack of power. It's more important to keep yourself from being hit than it is to take out enemies in one shot.



3-MINUTE AND 15-MINUTE MELEES

The goal of these matches is simple: survive a constant onslaught of Wire Frame Fighters on the Battlefield stage for 3 or 15 minutes. They're just as easy to KO as the ones in the 10-Man and 100-Man Melees, so adopt the same strategy: stay just right or left of the center of the stage and use power moves to send your enemies flying. Once again, Marth is a good choice, as is any quick character with good range.

In the 15-Minute Melee, grab any powerful Items like Poké Balls—this isn't because you'll need them to KO the Wire Frames, but rather because you don't want your opponents using those Items against you. The 15-Minute Melee is especially grueling, because you have to KO hundreds of Wire Frames. Again, it's more important to keep from getting hit than it is to chase down your opponents.

ENDLESS MELEE

This Melee is almost identical to the previous four Melees, but the goal is different: you need to KO as many Wire Frame Fighters as possible on the Battlefield stage. There is no time limit—you're judged by the number of KOs you can rack up before getting KO'd yourself. Follow the same strategy for the previous four Melees to ensure a victory.

CRUEL MELEE

This Melee might look like the other Melees, but there's one important difference: The Wire Frame Fighters are no pushovers this time. They are heavyweights and fast as lightning. KO as many as possible, but getting even one KO feels like a victory. This Event Match lives up to its name.

Marth won't save you in this Melee, unless you're especially skilled with him. Choose the characters you feel most comfortable with, and prepare to play the Melee over and over...and over, and over, and over. Your best bet is to keep moving and try to isolate the Wire Frames, but they move so quickly and hit so hard that this is much easier said than done. Good luck.

Unlocking Hidden Items

There are several items you can unlock by successfully completing the Multi-Man Melees. See the table here for all of the details.

Multi-Man Melee Awards

Condition	Unlocks
Clear 100-Man Melee in 240 sec. (4 min.)	Male Wire Frame Trophy
100+ KOs in Endless Melee	Female Wire Frame Trophy
Survive 15-Minute Melee	Fighting Wire Frames Trophy
	Past Stages: Congo Jungle
Survive 100-Man Melee	Falco Lombardi character
5+ KOs in Cruel Melee	Mr. Resetti Trophy

Training

The Training mode is the perfect environment in which to practice moves with new characters. You can put any character on any stage and try out the character's moves on opponents, seeing exactly how much damage the character does and how many combos he can score. You can control the speed of the game, spawn any item, and, best of all, fall off of the stage as many times as you want without having it count against you.

Training Mode Options

Pressing (START) during Training allows you to customize the options—use ↑ and ↓ to select an option, ← and → to change the option's value, and (START) to resume play with the new settings.

SPEED

Adjust the Speed of the Training mode, either to slow it down and practice combination moves, or to speed it up to prepare for fighting quick opponents. You can set the Speed at 1/4 (slowest), 1/2, 2/3, x1 (normal), x1.5, or x2 (fastest).

ITEM

You can make just about any Item in the game appear on the stage so you can practice with it. Select the Item with ← and →, and press Ⓐ to spawn it where your character is standing.

NO. OF CPS

Determine the number of CPU-controlled opponents you want to have as sparring partners. You can have up to three opponents.

CP:

Tell your CPU sparring partners what to do. Your choices include:

- **Stand**: Stand still, except to use recovery moves to keep from getting KO'd.
- **Evade**: Try to avoid your moves.
- **Human**: Turn over control of the sparring partners to human players. You must have an additional controller plugged in for each opponent you have on screen; otherwise, the sparring partner(s) will just stand there doing nothing.

CP DAMAGE

Set the sparring partners' damage meters anywhere from 0 percent to 999 percent.

CAMERA

Decide what you want the camera to do during the Training session:

- **Normal**: Operate as normal, zooming and scrolling to keep all characters on the screen.
- **Zoom**: Fill the screen with the 1P character and scroll to follow him/her.
- **Free**: Allow the camera to be controlled by the 4P controller.

RESET

Starts the Training session over.

FINISH

Exit Training mode and return to the Character Select menu.

Unlocking Hidden Items

You can unlock a few items by scoring combos during Training. See the table here for more information.

Combo Kings: Zelda, Kirby, Fox
One-Hit Wonders: Luigi, Ganondorf, Bowser

Training Awards

Condition	Unlocks
10+ combos with any character	Metal Box Trophy
20+ combos with any character	Lip's Stick Trophy
125+ combos with all characters combined	Bunny Hood Trophy

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1-P MODE: CLASSIC REGULAR MATCH

Classic Regular match is an eight-stage, single-player slugfest. The goal is simple: Defeat each stage's opponent(s) to advance to the next stage. At the end of each stage, you receive a score based on the amount of damage you inflicted, and the amount of time remaining. Bonuses and penalties are added to and subtracted from your score depending upon your performance (see the Bonuses and Penalties table at the end of the "Super Smashing Secrets" section, page 95). You also earn Coins by inflicting damage and KOs. Completing Classic mode with a given character gives you that character's Classic Trophy to add to your Trophy Gallery (see the "Trophies" section, page 78, for more information on Trophies).

To begin a Classic match, choose 1-P Mode from the Main menu, Regular match from the following menu, and Classic from the next menu. To select a character, move the hand pointer with the Control Stick (○) and press Ⓐ. To cancel a character selection, press Ⓑ. To return to the previous menu, move the pointer to Back, at the upper right side of the screen, and press Ⓐ.

To set the match difficulty, point to the arrows on either side of the difficulty level and press Ⓐ to cycle through the five levels (Very Easy, Easy, Normal, Hard, and Very Hard). Complete the game on any difficulty to get a character's Classic Trophy, but other difficulty settings unlock additional items (see the "Super Smashing Secrets" section, page 95, for more details).

Another option lets you set the number of extra chances (or *Stock*) you have during a match. Each KO you suffer reduces your Stock by one. When you lose all of your Stock, you can continue from the beginning of the last stage you started, but it costs you at least one Coin and half of the points you've earned during the match. It also penalizes your final score (see the Bonuses and Penalties table at the end of the "Super Smashing Secrets" section, page 95).

Finally, below the Level and Stock selectors is that character's highest score for Classic mode, as well as a running total of all of the characters' highest scores. Make your selections, then press START to begin.

There are three Bonus Stages. While these are rewarding, you do not need to successfully complete them to advance to the next stage.

Stage 1: One-on-One

The first fight is a one-on-one duel against a single random opponent on a stage associated with that opponent. Score a single KO on your opponent to advance to the next stage.

Stage 2: Two-on-Two

This match is a two-on-two team battle, with random opponents and a random computer-controlled ally. The stage is associated with the first member of the opposing team. You and your ally must KO both opponents to win. Your attacks do not injure your ally, and vice versa. Your ally does not have to survive the match for you to win and continue.

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Bonus Stage 1: Break the Targets

In this first Bonus Stage, you must shatter 10 targets by attacking them. Each character has a special Target stage designed for the character's abilities, and you can practice on them in the Training mode (see "1-P Mode: Event Matches, Stadium Matches, and Training"). Any attack that inflicts even 1 percent damage breaks a Target. To see all of the Targets in a zoomed-out view, press (START). Avoid falling off the bottom of the screen, but don't dawdle; the clock is ticking, and if it runs out, you lose. You do not have to successfully complete Bonus Stage 1 to continue on to Stage 3.

Stage 3: One-on-One

This is another one-on-one match, similar to Stage 1. It takes place on a stage associated with your random opponent, and you need to score a single KO on your opponent to win and advance to Stage 4.

Stage 4: Three vs. Giant Opponent

Stage 4 sets you and two random computer-controlled allies against one random giant opponent on a stage associated with your gargantuan adversary. Although the numbers are in your favor, giant characters hit much harder than others, and are very heavy (and therefore difficult to KO), so don't get cocky.

Bonus Stage 2: Snag the Trophies

Bonus Stage 2 starts you off on a large pink funnel. Three random Trophies drop from the sky. Your job is to hit the Trophies so they land in the pink funnel. Any Trophies that you snag go in your Gallery. This is a great way to pick up a few Trophies without having to play the Lottery. Snagging even one Trophy successfully completes the stage, though successfully completeing the stage is not necessary to continue to Stage 5.

The way the camera zooms out at the beginning tells you which side of the funnel the first Trophy falls from. If the camera is slightly right of center, the Trophy falls from the right. If the camera is left of center, the Trophy falls from the left. Position yourself in advance to save time and increase your chances of getting the Trophy.

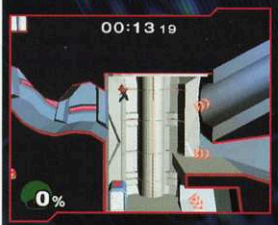
Stage 5: One-on-One

This is another one-on-one battle, like Stages 1 and 3. It also takes place on a stage associated with your random opponent. Score a single KO for victory.

Stage 6: Team Battle

Stage 6 is a team battle—you versus 10 of the same random opponent! Don't fret, though; you never face more than three of them at once, and they're lightweights compared to the adversaries you've encountered so far. One or two good Smash moves send each opponent flying and earn you the KO. As always, the stage is one associated with the opponent.

Bonus Stage 3: Race to the Finish



This final Bonus Stage puts you at the beginning of a long and winding corridor lined with doorways; the corridor is the same for every character. Your goal is to make it as far as you can and get into a doorway within the time limit. Along the way, you may find Trophies, which you can pick up with Ⓐ. Any Trophies you get go in your Gallery, provided you complete the stage. When time gets short, run into any doorway to successfully complete the stage. The farther you get, the more Coins you receive. You do not have to successfully complete Bonus Stage 3 to continue to Stage 7.

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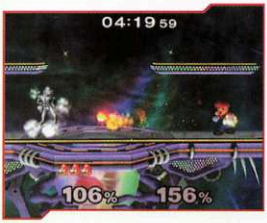
Stage 7: Metal Opponent



You're almost home! Stage 7 pits you against a random metal opponent on the Battlefield stage. Remember that metal opponents are heavier and therefore hit harder than non-metal ones. On the other hand, they can't jump or float as far, so when you knock them off the stage, you have a better chance of scoring a KO.

Stage 8: The Master Hand

This is it—the final battle. It takes place on the Final Destination stage, and your opponent is the nefarious Master Hand, an enormous disembodied glove. The difficulty level determines the Master Hand's hit points, and to win, you must reduce its HP to 0.

If you finish Classic mode at a difficulty of Normal, Hard, or Very Hard, in less than 15 minutes without continuing, you also face the Master Hand's sinister twin, the Crazy Hand. Yikes! You receive a special Bonus if you defeat the Crazy Hand (see the Bonuses and Penalties table at the end of the "Super Smashing Secrets" section, page 95).

Master Hand's Moves

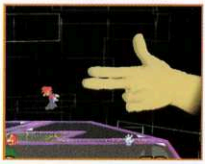
The Master Hand has a bunch of attacks, all of them extremely painful. The best ways to avoid taking damage are to use your shield or jump somewhere that the Hand is not. Don't stand still for too long, and learn to anticipate and avoid the Hand's attacks.

Vertical Power Slap: The Hand emits a white flash, disappears into the background, and slaps down on you. To avoid it, jump or dodge just before it hits.

Horizontal Power Slap: The Hand performs a huge slap from the right side of the stage to the left. To avoid the attack, leap over the Hand just as it rears back to slap.

Poke: The Hand points down at you while floating in the air, and then lunges toward you with its index finger. Stay on the left side of the stage, and jump over the Hand if necessary.

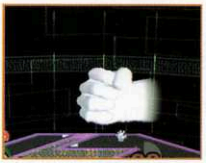
Rocket Chop: Flames erupt from the Hand's wrist, and it blasts off into the background, coming straight toward you. Jump or put up your shield just before it reaches you, then hit it a couple of times as it skids to a stop on the left side of the stage.



Finger Rockets: The Hand extends its index and middle fingers in a gun-like gesture, and fires rockets from its fingertips. Stand right underneath it or put your shield up as soon as it fires.

Finger Kick: The Hand "lets its fingers do the walking" from the right side of the stage to the left, and boots you with its index finger like a karate-kicking Rockette. To avoid it, jump over it when it begins the attack.

Finger Lasers: Hovering above the right side of the stage, the Hand gives off two blue flashes before its fingertips fire blue laser beams down at you. Avoid the Hand's lasers (they don't move too quickly), and from the far right side of the stage, leap up and repeatedly attack the Hand as it fires.

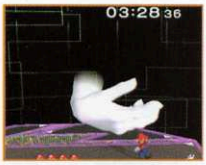


Grab: The Hand wiggles its fingers briefly, then swoops in midair around the center of the stage. To avoid being crushed, jump or dodge just as it swoops in to grab you.

Flying Punch: Similar to the Rocket Chop, only without the flames. The Hand flashes blue, clenches, and disappears into the background just before it flies towards the foreground to strike. Leap over it to avoid the attack.

Hand Drill: The Hand "stands up" on its wrist, extends its fingers, and spins skyward, quickly dropping from the top of the screen. Execute a rolling dodge, or simply jump out of the way. You need good reflexes to dodge this one.

Vertical Punch: Similar to the Hand Drill, only the Hand doesn't disappear off of the top of the screen; it emits a few blue sparkles and then just drops from the top, clenched and trying to grind you into the ground. This attack happens very quickly and without much warning. After striking, the Hand shakes as if it's been injured, so get in a couple of cheap shots while it's recovering.



Whisk: The Hand extends its fingers on the right side of the screen and sweeps toward you, as if you were a flake of dandruff on its nonexistent jacket. Jump over it or execute a rolling dodge to avoid the attack.

Mission Accomplished

After you've defeated the Master Hand, you get the usual tally screen of your bonuses, penalties, and Coins, with some special end-of-level bonuses and penalties, like Classic Clear. Press START to go to the next screen, where your character's new Classic Trophy appears on a table with other Classic character Trophies.

Following the Trophy shot, you see a very special end-credits presentation from the cockpit of Fox's ship. Move the targeting reticule with ◎ and fire with Ⓐ to shoot the names and signs as they fly by. You don't get anything for shooting them, aside from a little bit of extra information about each (which appears in a box in the lower right corner), but it sure is a lot more interesting than typical endcredits.

If you've seen the end credits a million times and don't want to sit through them again, press START to fast-forward through them. Press START again to return to normal speed.

After the credits, you watch a short movie featuring the character you just used, and a hearty "Congratulations!" Press START to return to the Regular match menu. If you unlocked something, a message appears just before you return to the menu.

If you unlocked a new playable character, a screen warns you that "a new foe has appeared!" You must face off against the new character, and defeat him or her in a one-on-one match before that character is added to your Character Select menu.

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1-P MODE: ADVENTURE REGULAR MATCH

The Adventure Starts Here

The Adventure mode is a 1-P Regular match that combines typical Melee fights with adventure game elements from some of Nintendo's best loved games, like *Super Mario Bros.®*, *The Legend of Zelda®*, and *Metroid®*. There are 12 stages in Adventure match, culminating in a battle with Bowser.

To begin Adventure, choose 1-P Mode from the Main menu, Regular match from the next menu, and Adventure from the following menu. This takes you to the Character Select menu, where you can choose any playable character. You can also adjust the difficulty level and your Stock, just like in Classic (see "1-P Mode: Classic Reguar Match," page XX for details). Press (START) to begin your Adventure!

Stage 1: Mushroom Kingdom

1-1: Super Mario Bros. Melee

Enemies in this Stage:

- Goombas
- Koopas
- Koopa Paratroopas
- Yoshi (lightweight x10)

Non-Character Enemies

Goombas

Goombas are slow-moving, surly traitors from the Mushroom Kingdom who sided with Bowser against Princess Peach. These little brown fellows travel in one direction, falling off the edges of platforms until they hit an impassable object, and then they turn around. Their only method of attack is to run into you, which isn't hard to avoid. Jump on their heads or strike them with an item or move to defeat them.

Koopas

Koopas are Bowser's turtle shock troops. They remain on a horizontal platform until knocked off. Jumping on top of them or attacking them causes them to retreat into their shells, which you can pick up and toss just like the Green Shell item. Like the Goombas, Koopas can only attack you by running into you, and they're not much faster than their mushroom allies.

Koopa Paratroopas

Koopa Paratroopas are green-and-red Koopas with wings. They fly in set right-to-left or up-and-down patterns. Jumping on them or striking them causes them to lose their wings and turn into regular Koopas.

Stage 1-1 starts on top of a large green pipe that is familiar to anyone who's ever played *Super Mario Bros.*. Most of this Stage is a classic platforming adventure, in which you have to move to the right along the level, dodging or KO'ing Goombas and Koopas along the way.

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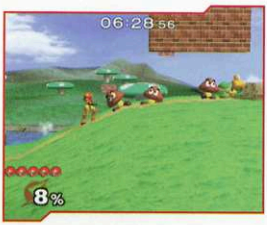
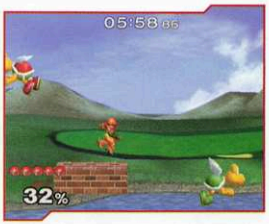
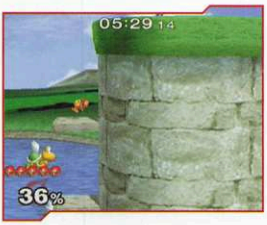


The stage is such a faithful re-creation of *Super Mario Bros.* that you might forget that you still have all of your *Super Smash Bros. Melee* moves. So although you can defeat Goombas and Koopas by jumping on their heads and squashing them, you can also punch or kick them, or use any other technique at your disposal.

Head right, taking down Koopas and Goombas along the way. At least one Trophy is placed randomly in the stage, so don't miss it. If you're not in a hurry, KO any enemies and destroy any bricks you see—items and Trophies may appear, and you'll earn coins at the end of the stage.





Past the halfway point of the stage is a large body of water with several platforms floating above it. To the right of the water is a cliff with three platforms sticking out from it. Get to the top of the cliff and prepare for battle: 10 Yoshis will drop from the sky, three at a time. They're all lightweights and only require one or two good Smash moves each to KO them.

During the Yoshi fight, don't drop off of the side of the stage. Although it's only part of a larger level, it's treated like a normal stage during the fight, and falling off results in a KO.

Once all 10 Yoshis are KO'd, head to the right along a long green pipe. Watch out for the handful of Goombas and Koopas patrolling it. Hop up onto the platform at the right end of the pipe, and run onto the checkered area past the flagpole to complete the stage.

If the last digit of your remaining time from Stage 1-1 is a 2, you face Luigi and Peach in Stage 1-2, instead of Mario and Peach. Beating Luigi within one minute unlocks him as a playable character.

1-2: Princess Peach's Castle

Enemies in this Stage:

- **Peach**
- **Mario (or Luigi)**

This is a standard one-on-two Melee battle on the Princess Peach's Castle stage, in which you face Peach and Mario (or Luigi—see above). KO them both to complete the stage successfully. For more information on the Peach's Castle stage (see "Stages," page 39 for details).

Stage 2: DK Island

2-1: Kongo Jungle

Enemies in this Stage:

- **Donkey Kong (tiny x2)**

This is another standard one-on-two Melee fight on the Kongo Jungle stage. Two tiny Donkey Kongs are your opponents. KO them both to complete the stage successfully. For more information on the Kongo Jungle stage (see "Stages," page 40 for details).

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2-2: Jungle Japes

Enemies in this Stage:

- Donkey Kong (giant)

Stage 2-2 pits you against a single giant Donkey Kong on the Jungle Japes stage. DK is a powerful character to start with, and the giant version is even worse. His one weakness is his weight—if you wear him down and Smash him off of the stage, he'll have trouble getting back on. KO him to successfully complete the stage. For more information on the Jungle Japes stage (see "Stages," page 40 for details).

Stage 3: Hyrule

3-1: Underground Maze

Enemies in this Stage:

- ReDeads
- Octoroks
- Like Likes
- Link (x5)

Stage 3-1 is a massive subterranean Hyrule labyrinth with a huge vertical cavern in the center of the stage and six arenas branching off from it (two to the left, four to the right). Five of the arenas have the Master Sword embedded in a stone. Approaching the Master Sword triggers a fight with Link. The sixth arena has the Triforce hovering in the center. Approaching the Triforce successfully completes the stage.

Non-Character Enemies

ReDeads

ReDeads are humanoids animated by Ganondorf's dark magic. They slowly shuffle along platforms, but when they're near your character, they bolt toward you with arms outstretched and grab you to drain your energy. Move ○ rapidly side-to-side to shake them off. They're very tough to KO, so use missile attacks or Smash moves to take them out before they can latch on to you.

Octoroks

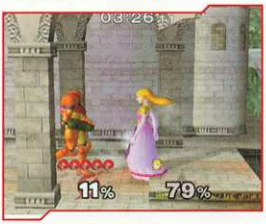
Octoroks jump up and down on narrow platforms extending from the sides of vertical caverns and fire rocks from their noses. They're lightweights, but their attacks have great range, so stay on your toes.

Like Likes

Like Likes are gelatinous tube creatures with insatiable appetites. If you get too close to them (or if they drop down onto you), they'll suck you in and drain your health. Wiggle ○ rapidly side-to-side to escape. Attack Like Likes with powerful moves from a distance. They're very slow-moving, so you won't have much trouble, as long as they don't surprise you by falling from the top of the screen.

Your goal in this stage is to KO all five Links and as many ReDeads, Octoroks, and Like Likes as possible. Remember that the more KOs you rack up, the more coins you're awarded at the end of the stage. This strategy also forces you to explore the entire stage, and chances are you'll find a randomly placed Trophy or two along the way. If time is running short, head for the Triforce to complete the stage, even if you haven't KO'd all five Links.

3-2: Hyrule Temple



Enemies in this Stage:

- Zelda

This is a basic one-on-one Melee fight against Zelda on the Hyrule Temple stage. KO her to successfully complete the stage. For more information on the Hyrule Temple stage (see "Stages," page 41 for details).

Stage 4: Planet Zebes

4-1: Brinstar

Enemies in this Stage:

- Samus

Stage 4-1 is a one-on-one fight against Samus on the Brinstar stage. KO her to successfully complete the stage. For more information on the Brinstar stage (see "Stages," page 44 for details).

4-2: Escape from Brinstar

Enemies in this Stage:

- None, except for the clock

Just like at the end of the original *Metroid* for the Nintendo Entertainment System®, Stage 4-2 requires you to jump up a series of horizontal platforms along a lengthy vertical cavern before the entire planet Zebes explodes. Your goal is to make it to the small glowing platform under Samus's starship at the very top of the stage. Along the way, you might see a randomly placed Trophy or two, but don't go out of your way to grab them if time is running short.

Larger characters and characters with poor jumping abilities are going to have a tough time successfully completing this stage. Many characters will need to use special techniques that increase their vertical movement after double jumping (like Mario's Super Jump Punch, Link's Spin Attack, or Samus's Screw Attack) to reach some of the later platforms. If you don't reach the top by the time the clock runs out, you don't have to replay the stage, but you lose one chance from your Stock, and you won't get the Samus's Starship Trophy.

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Stage 5: Dream Land

5-1: Green Greens I

Stage 5-1 is a one-on-one battle against Kirby on the Green Greens stage. KO him for the victory. For more information on the Green Greens stage (see "Stages," page 42 for details).

Enemies in this Stage:
- Kirby

5-2: Green Greens II

Stage 5-2 keeps you on the same stage, but this time you have to KO 15 lightweight Kirbys in order to achieve victory. Use your Power and Smash attacks liberally to send the puffballs flying.

Enemies in this Stage:
- Kirby (lightweight x15)

5-3: Green Greens III

If you defeat the Kirbys from Stage 5-2 in less than 30 seconds, you're treated to one more Green Greens brawl against a giant Kirby. KO'ing this huge puffball gives you a special Bonus (see Bonuses and Penalties table at the end of the "Super Smashing Secrets" section, page 95).

Enemies in this Stage:
- Kirby (giant)

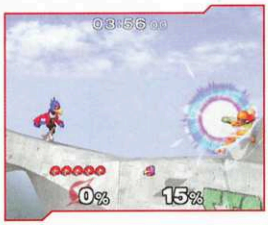
Stage 6: Lylat System

6-1: Corneria I

Stage 6-1 is a straight-up brawl with Fox McCloud on the outside hull of the *Great Fox* (the Corneria stage). KO him to win. For more information on the Corneria stage (see "Stages," page 43 for details).

Enemies in this Stage:
- Fox McCloud

6-2: Corneria II



After KO'ing Fox in Stage 6-1, you either get a rematch with Fox (with more aggressive fire from the Star Fox team's ships in the background), or you may fight Falco Lombardi, who randomly appears. KO Falco (or Fox) to successfully complete the stage and move on to Stage 7.

Enemies in this Stage:
- Kirby Falco Lombardi (if unlocked)
- Fox McCloud (if Falco is not unlocked)

Stage 7: Pokémon Stadium

Stage 7 is a single-level stage that pits you against 12 random lightweight playable Pokémon in Pokémon Stadium. As with any lightweight enemies, a good Smash attack or two sends them flying. Make good use of the Poké Balls that appear on the stage—if the Pokémon use them against you, you could wind up in trouble. KO all 12 Pokémon to complete the stage successfully.

Enemies in this Stage:
- Random unlocked playable Pokémon (lightweight x12)

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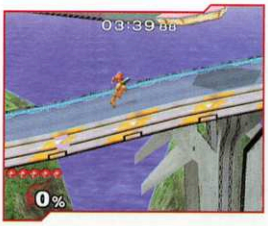
Stage 8: F-Zero Grand Prix

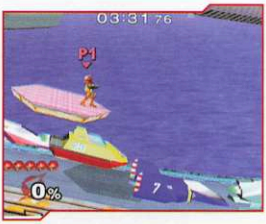
8-1: Foot Race



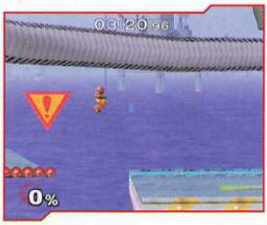
Stage 8-1 is an unusual stage in that there are no enemies to defeat. You must run from one end of the F-Zero track to the other while trying to avoid the F-Zero Racers that speed by just under the speed of sound. At that velocity, they can't stop, so if you're in their way, you'll be run down and suffer the equivalent of a Smash attack.

Enemies in this Stage:

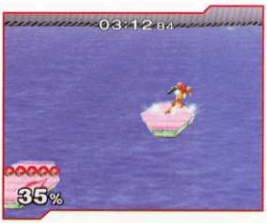
- **None, except the F-Zero racing machines that try to run you down**



Along the track are pink platforms suspended in the air. While you stand on one of these platforms, the racers can't hit you. A small exclamation point in a yellow triangle flashes a few seconds before the racers appear onscreen, so use that as your cue to hop up to a platform.



Speedy characters like Fox McCloud or Captain Falcon should use every fourth platform as a resting place. More average characters like Mario or Luigi should jump up onto every third platform. Slow characters like Bowser and Ganondorf should jump up onto every other platform to avoid being run down. Characters with long float times, like Kirby and Jigglypuff, don't have to use any of the platforms if you start jumping before the F-Zero Racers appear and stay in the air as they pass beneath you.



You'll probably see at least one randomly placed Trophy along the track—grab it. Make it to the finish line before the timer expires to complete the stage.

8-2: Mute City

Stage 8-2 is a one-on-one battle between you and Captain Falcon. KO him to successfully complete the stage. For more information on the Mute City stage, see "Stages," page 45 for details.

Enemies in this Stage:

- **Captain Falcon**

Stage 9: Onett

Stage 9 is a single-level stage that pits you against three Nesses in the Onett stage. KO all three for the victory. See "Stages," page 45 for details.

Enemies in this Stage:

- **Ness (x3)**

Stage 10: Icicle Mountain

Enemies in this Stage:

- **Topis**
- **Polar Bears**
- **Ice Climbers (x2)**

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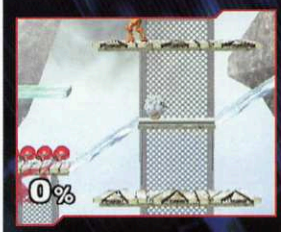
Non-Character Enemies

Topis



Topis are little round creatures with furry white coats that live in arctic climates. They push Freezies around and walk back and forth on the same horizontal platforms. Their only method of attack is to run into you, and they're easy to KO, so they're not terribly dangerous foes—unless, of course, you don't look before you leap and jump right into them.

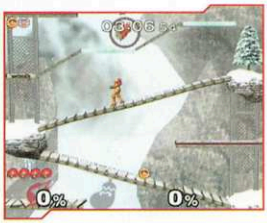
Polar Bears

The Polar Bears of Icicle Mountain wear sunglasses and patrol horizontal platforms, waiting for an unlucky Nintendo mascot to get too close. Like the Topis, their only method of attack is to run into you, but they're stronger, faster, and tougher than their mountain-mates, so don't take them lightly.

Stage 10 is another one-level stage set on Icicle Mountain. Jump from platform to platform to scale the mountain while avoiding and KO'ing Polar Bears and Topis. You find a random Trophy or two on the mountain; pick them up.

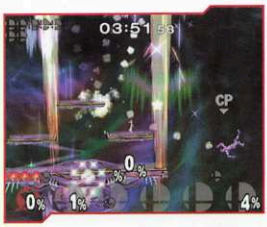
The stage scrolls vertically, slowly at first, and then faster and faster. Once it really picks up speed, focus on jumping and double-jumping to avoid falling off the bottom of the screen and getting KO'd. There is no top to the mountain—it repeats over and over. And unlike the original *Ice Climber* for the Nintendo Entertainment System®, from which this level was taken, you cannot "wrap" around the screen (disappear from the left side and reappear on the right). If you try, you'll only KO yourself.

After you scale the entire stage and it begins to repeat, all of the Topis and Polar Bears vanish. Two pairs of Ice Climbers appear. KO them both to complete the stage successfully. For more information on Icicle Mountain, see "Stages," page 39 for details.



Stage 11: Battlefield

11-1: Wire Frame Battle



Enemies in this Stage:

- **Wire Frame Fighters, Male and Female (x15)**

Non-Character Enemies

Wire Frame Fighters

Wire Frame Fighters come in both genders, and both are thin webs of glowing wires holding together the most basic of bodies. They have no Special attacks and don't pack much of a punch. The Male Wire Frames are a bit more direct and aggressive, while the Females hold off and time their attacks better. Both genders attack as a group, as they get picked off one by one.

Stage 11-1 puts you up against 15 lightweight Wire Frame Fighters on the Battlefield stage. Hit them with Strong and Smash attacks to clear the area and score multiple KOs. KO all 15 to successfully complete the stage. For more information on the Battlefield stage, see "Stages," page 48 for details.

11-2: Metal Bros. Battle

This penultimate stage pits you against the Metal Bros., Mario and Luigi on the Battlefield stage— if Luigi is unlocked as a playable character. Otherwise, you have to deal with a metal Mario. Remember that metal characters hit harder than normal characters, but they fall a lot faster and have a tougher time avoiding a KO. Defeat your opponent(s) to proceed to Stage 12 and Bowser.

Enemies in this Stage:

- **Mario (metal)**
- **Luigi (metal) (if unlocked)**

Stage 12: Final Destination

The 12th and final stage is a one-on-one duel between you and Bowser on the Final Destination stage. KO Bowser to complete the stage and Adventure successfully. For more information on the Final Destination stage, see "Stages," page 48 for details.

Enemies in this Stage:

- **Bowser**
- **Giga Bowser (under special circumstances)**

If you completed the Adventure match on Normal, Hard, or Very Hard difficulty within 18 minutes and did not continue, Giga Bowser appears. Giga Bowser is a monstrous version of Bowser. Defeat Giga Bowser to get the Giga Bowser Trophy.

The End of the Adventure

After beating Bowser (or Giga Bowser), your character's Adventure Trophy appears with all of the other playable character's Adventure trophies on a table in your Trophy Gallery. The end credits play (they are identical to the ones after Classic; see "1-P Mode: Classic Regular Match" for more info), followed by a short movie of your character and a screen telling you what you unlocked. The game returns to the Regular match menu.

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1-P MODE: ALL-STAR REGULAR MATCH

All-Star mode is a hidden 1-P Regular match type, in which you select a character and fight a series of matches against all 24 characters in the game. Unlock All-Star mode by unlocking all 11 hidden characters (see "Super Smashing Secrets," page 95 for instructions on how to unlock hidden characters).

Thumbnail images of the characters you have yet to face appear in the upper left corner of the screen in the order in which you will fight them. Trophies of the characters you have defeated stand in the background. (The only way you can earn a character's All-Star Trophy and add it to your Gallery is to complete the All-Star mode with that character.) Occasionally, a random Trophy appears on one side of the screen; pick it up with Ⓐ to add it to your Gallery.

Recovery Stops

Damage from one match carries over into the next. Between each match, your character gets a Recovery Stop in a tranquil forest. There are three Heart Containers in the forest, which you can use during any visit there.

However, the Heart Containers do not reappear after you use them, so use them wisely and only when you need to.

Tip

Don't enter the warp before your damage fully recovers or you won't receive full recovery.

In the center of the screen is a warp that takes you to the next battle. A translucent image of your next opponent(s) hovers next to the warp. After you check for Trophies and use a Heart Container (if you need to), walk into the warp to get to the next battle.

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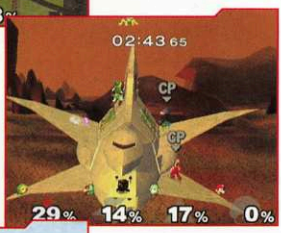
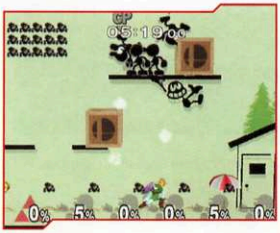
Battle Schedule

The battles in All-Star mode get increasingly difficult, because you wind up facing more enemies as All-Star mode progresses. For this reason, hold off on using Heart Containers until you're facing two or three opponents at a time.





The order of your opponents is random, with the exception of Mr. Game & Watch, who is always your final opponent. The last match with Mr. Game & Watch takes place on the Flat Zone stage, and there are 25 lightweight Mr. Game & Watches that attack five at a time. All other matches take place in stages that correspond to your opponent(s).

Match Schedule

Match	# of Opponents
1–4	1
5–8	2
9–12	3
13	1 (Mr. Game & Watch x 25)

After the Battle

When you successfully complete All-Star mode, you get the standard image of your new All-Star character Trophy, followed by the end credits and a short movie featuring your character. After the congratulations, you receive messages informing you of any items you unlocked, then you return to the Regular Match menu.

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Collecting Coins and Playing the Lottery

Most matches in *Super Smash Bros. Melee* award you between 1 and 20 Small Coins, depending upon the amount of damage you deal and the number of KOs you score during the match. Ten Small Coins equal one Coin. Coins can be wagered in the Lottery for the chance to win Trophies.

You can also use Coins to continue a Classic, Adventure, or All-Star match after losing all of the chances in your Stock. If you do not have any Coins, you cannot continue the match.

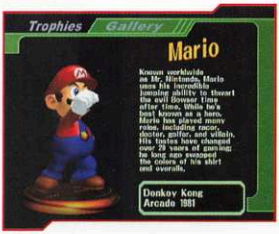
In the Lottery, every coin wagered increases your chances of winning a Trophy, to a maximum of 20 coins. When you have few Trophies in your collection, you have a good chance of getting a new Trophy, but that chance decreases as you collect more Trophies.

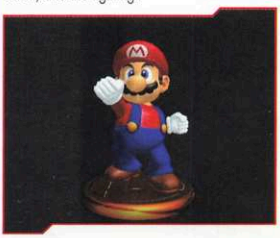
Not all Trophies can be collected by playing the Lottery, and not all Lottery Trophies are available at the beginning of the game. For more information on how to get these Trophies, read on.

The Trophies

Each of the possible 290 Trophies requires that you achieve some goal to unlock it. Some become available after winning the Lottery, others are only opened after completing a certain objective with a certain character, and still others have unique requirements. Unlocking all 290 Trophies requires complete mastery of *Super Smash Bros. Melee*.

Selecting Gallery from the Trophies menu takes you to a close-up view of a Trophy. Cycle through the Trophies with ← and → or L and R. Pressing B takes you to a list of your Trophies. You can go back to the close-up view by pressing A when the name of the Trophy is highlighted. You can see it in closer detail by pressing A again; a list of commands on the right side of the screen tells you how you can adjust the camera angle, the zoom, and the lighting.


Trophies
Gallery
Mario
Known worldwide as Mr. Nintendo, Mario uses his incredible jumping ability to thwart the evil Bowser time after time. While he's best known as a hero, Mario has played many roles, including racer, doctor, golfer, and villain. His tastes have changed over 20 years of gaming: he long ago swapped the colors of his shirt and overalls.
Donkey Kong
Arcade 1981



Each Trophy on the following pages has two pieces of information under it. The first is the name of the Trophy, and the second is the condition under which the Trophy is unlocked. The conditions have been abbreviated as follows:

- **Lottery**: These Trophies are available in the Lottery from the beginning of the game.
- **Lottery (250)**: These Trophies are only available in the Lottery after you collect more than 250 Trophies.
- **Lottery (All Characters)**: These Trophies are only available in the Lottery after unlocking all 11 hidden characters.
- **Lottery (Classic & Adventure)**: These Trophies are only available in the Lottery after completing the Classic and Adventure modes.
- **Various**: These Trophies are available in the Lottery, the Bonus Stages of Classic mode, the stages of Adventure mode, and the Recovery Stops in All-Star mode.
- **Various (Melee 200)**: These Trophies are only available in the Lottery, the Bonus Stages of Classic mode, all stages of Adventure Mode, and the Recovery Stops in All-Star Mode after you play the VS. Mode Melee 200 times.
- **Snag**: These Trophies are only available in Bonus Stage 2: Snag the Trophies, in Classic Mode.
- **Special**: These Trophies have special conditions for unlocking, as described in the table at the end of each section.

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Playable Character Trophies

Mario (Classic)
Special

Mario (Adventure)
Special

Mario (All-Star)
Special

Donkey Kong (Classic)
Special

Donkey Kong (Adventure)
Special

Donkey Kong (All-Star)
Special

Link (Classic)
Special

Link (Adventure)
Special

Link (All-Star)
Special

Samus Aran (Classic)
Special

Samus Aran (Adventure)
Special

Samus Aran (All-Star)
Special

Yoshi (Classic)
Special

Yoshi (Adventure)
Special

Yoshi (All-Star)
Special

Kirby (Classic)
Special

Kirby (Adventure)
Special

Kirby (All-Star)
Special

Fox McCloud (Classic)
Special

Fox McCloud (Adventure)
Special

Fox McCloud (All-Star)
Special

Pikachu (Classic)
Special

Pikachu (Adventure)
Special

Pikachu (All-Star)
Special

Ness (Classic)
Special

Ness (Adventure)
Special

Ness (All-Star)
Special

Captain Falcon (Classic)
Special

Captain Falcon (Adventure)
Special

Captain Falcon (All-Star)
Special

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Bowser (Classic)
Special

Bowser (Adventure)
Special

Bowser (All-Star)
Special

Peach (Classic)
Special

Peach (Adventure)
Special

Peach (All-Star)
Special

Ice Climbers (Classic)
Special

Ice Climbers (Adventure)
Special

Ice Climbers (All-Star)
Special

Zelda (Classic)
Special

Zelda (Adventure)
Special

Zelda (All-Star)
Special

Sheik (Classic)
Special

Sheik (Adventure)
Special

Sheik (All-Star)
Special

Luigi (Classic)
Special

Luigi (Adventure)
Special

Luigi (All-Star)
Special

Jigglypuff (Classic)
Special

Jigglypuff (Adventure)
Special

Jigglypuff (All-Star)
Special

Mewtwo (Classic)
Special

Mewtwo (Adventure)
Special

Mewtwo (All-Star)
Special

Marth (Classic)
Special

Marth (Adventure)
Special

Marth (All-Star)
Special

Mr. Game & Watch (Classic)
Special

Mr. Game & Watch (Adventure)
Special

Mr. Game & Watch (All-Star)
Special

Dr. Mario (Classic)
Special

Dr. Mario (Adventure)
Special

Dr. Mario (All-Star)
Special

Ganondorf (Classic)
Special

Ganondorf (Adventure)
Special

Ganondorf (All-Star)
Special

Falco Lombardi (Classic)
Special

Falco Lombardi (Adventure)
Special

Falco Lombardi (All-Star)
Special

Young Link (Classic)
Special

Young Link (Adventure)
Special

Young Link (All-Star)
Special

Pichu (Classic)
Special

Pichu (Adventure)
Special

Pichu (All-Star)
Special

Roy (Classic)
Special

Roy (Adventure)
Special

Roy (All-Star)
Special

Special Unlock Conditions: Playable Character Trophies

Trophy	Conditions
All Classic Trophies	Complete Classic mode with the relevant character.
All Adventure Trophies	Complete Adventure mode with the relevant character.
All All-Star Trophies	Complete All-Star mode with the relevant character.

Giga Bowser
Special

Enemy Trophies

Male Wire Frame
Special

Female Wire Frame
Special

Fighting Wire Frames
Special

Crazy Hand
Special

Master Hand
Special

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Special Unlock Conditions: Enemy Trophies

Trophy	Conditions
Male Wire Frame	Complete 100-Man Melee within 240 seconds.
Female Wire Frame	Rack up 100+ KOs in Endless Melee.
Fighting Wire Frames	Survive 15-Minute Melee.
Giga Bowser	Defeat Giga Bowser in Adventure mode without continuing.
Master Hand	Complete Classic mode on Hard or Very Hard difficulty without continuing.
Crazy Hand	Complete Adventure mode on Hard or Very Hard difficulty without continuing.

Item Trophies

Food
Special

Maxim Tomato
Special

Heart Container
Special

Warp Star
Snag

Ray Gun
Various

Super Scope
Various

Fire Flower
Various

Lip's Stick
Special

Star Rod
Various

Beam Sword
Snag

Home-Run Bat
Various

Fan
Various

Hammer
Lottery (Classic & Adventure)

Green Shell
Snag

Red Shell
Lottery

Flipper
Various

Freezie
Snag

Mr. Saturn
Various

Bob-omb
Various

Motion-Sensor Bomb
Special

Super Mushroom
Various

Poison Mushroom
Various (Melee 200)

Starman
Various

Parasol
Snag

Screw Attack
Snag

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Metal Box
Special

Bunny Hood
Special

Cloaking Device
Various (Melee 200)

Barrel Cannon
Various

Party Ball
Various

Crate
Various

Barrel
Various

Capsule
Various

Egg
Various

Smash Coins
Special

Poké Ball
Lottery (Classic & Adventure)

Special Unlock Conditions: Item Trophies

Trophy	Conditions
Food	Complete 1,000 VS. Mode matches.
Maxim Tomato	Complete 10 VS. Mode matches.
Heart Container	Complete 100 VS. Mode matches.
Lip's Stick	Perform more than 20 combos in Training.
Motion-Sensor Bomb	Clear Event Match 3.
Metal Box	Perform more than 10 combos in Training.
Bunny Hood	Perform more than 125 combos with all characters combined in Training.
Smash Coins	Play Coin Battle (Melee or Special Melee) more than 100 times.

In-Game Pokémon Trophies

Venusaur
Lottery (Classic & Adventure)

Charizard
Snag

Squirtle
Various

Blastoise
Various

Clefairy
Various

Electrode
Snag

Weezing
Various

Chansey
Lottery

Goldeen
Various

Staryu
Snag

Snorlax
Various

Articuno
Lottery (All Characters)

Zapdos
Lottery (All Characters)

Moltres
Lottery (All Characters)

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Mew
Special

Chikorita
Various

Cyndaquil
Various

Togepi
Various (Melee 200)

Bellossom
Various

Marill
Snag

Sudowoodo
Special

Unown
Special

Wobbuffet
Various

Scizor
Various

Porygon2
Various

Raikou
Lottery (All Characters)

Entei
Special

Suicune
Lottery (Classic & Adventure)

Lugia
Various (Melee 200)

Ho-oh
Lottery (All Characters)

Celebi
Special

Special Unlock Conditions: In-Game Pokémon Trophies

Trophy	Conditions
Mew	Clear All-Star mode on Hard or Very Hard difficulty.
Sudowoodo	Play Melee, Tournament Melee, or any Special Melee (other than Camera and Stamina Melees) 200 times.
Unown	Set a total combined Home-Run Contest record of approximately 16,404 feet (5,000 meters).
Entei	Clear Event Match 26 (Trophy Tussle 2).
Celebi	Unlock the Celebi Poké Ball.

Character Item Trophies

Toad
Various

Coin
Various

Vegetable
Snag

Megavitamins
Various (Melee 200)

Lon Lon Milk
Special

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Special Unlock Condition: Character Item Trophies

Trophy	Condition
Lon Lon Milk	Total clear time for all characters' Target Tests is less than 1,500 seconds (25 min.; avg. 1 min. per character).

Kirby Hat Trophies

Kirby Hat 1
Various

Kirby Hat 2
Various

Kirby Hat 3
Various

Kirby Hat 4
Special

Kirby Hat 5
Special

Special Unlock Conditions: Kirby Hat Trophies

Trophy	Conditions
Kirby Hat 4	Unlock all hidden characters except Ganondorf, Roy, Pichu, Young Link, Dr. Mario, and Falco, or play Coin Battle 100 times.
Kirby Hat 5	Unlock Ganondorf, Roy, Pichu, Young Link, Dr. Mario, and Falco.

Stage and Associated Character Trophies

Princess Peach's Castle
Lottery (Classic & Adventure)

Bullet Bill
Snag

Lakitu
Various

Pidgit
Lottery (Classic & Adventure)

Birdo
Various

Klap Trap
Various

Shy Guys
Lottery (Classic & Adventure)

Pak E. Derm
Lottery (Classic & Adventure)

Tingle
Lottery (Classic & Adventure)

Moon
Lottery (Classic & Adventure)

Turtle
Lottery (Classic & Adventure)

Four Giants
Snag

Master Sword
Snag

Falcon Flyer
Special

F-Zero Racers
Special

Mute City
Special

Arwing
Lottery (Classic & Adventure)

Great Fox
Lottery (Classic & Adventure)

Peppy Hare
Various (Melee 200)

Slippy Toad
Various

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Kraid
Special

Chozo Statue
Lottery (Classic & Adventure)

Whispy Woods
Lottery (Classic & Adventure)

Fountain of Dreams
Lottery (Classic & Adventure)

UFO
Special

Pokémon Stadium
Lottery (Classic & Adventure)

Game & Watch
Special

Target
Special

Sandbag
Special

Battlefield
Special

Final Destination
Special

Goomba
Special

Koopa Troopa
Various

Koopa Paratroopa
Snag

ReDead
Snag

Octorok
Snag

Like Like
Snag

Topi
Various

Polar Bear
Various (Melee 200)

Special Unlock Conditions: Stage and Associated Character Trophies

Trophy	Conditions
Falcon Flyer	Play Melee, Tournament Melee, or any Special Melees (except Camera and Stamina Melees) 150 times.
F-Zero Racers	Unlock all of the Adventure Character Trophies.
Mute City	Total distance walked by all the characters is over 10,000 meters.
Kraid	Play Melee, Tournament Melee, or Special Melees (except Camera and Stamina Melees) 50 times.
UFO	Play Melee, Tournament Melee, or Special Melees (except Camera and Stamina Melees) 100 times.
Game & Watch	Clear Event Match 45, or play over 200 VS. Mode matches.
Target	Clear Target Test with all 25 characters.
Sandbag	Set a record of over 984 feet approx. (300 meters) with any character.
Battlefield	Clear All-Star mode.
Final Destination	Clear Event Match 51.
Goomba	Clear Event Match 14.

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Mario *Game Series Trophies*

Raccoon Mario
Lottery (250)

Metal Mario
Various

Paper Mario
Special

Wario
Special

Plum
Snag

Daisy
Various

Waluigi
Lottery (250)

Thwomp
Various

Boo
Lottery (All Characters)

Koopa Clown Car
Lottery (250)

Viruses
Snag

Bucket
Various

Racing Kart
Various

Baby Mario
Lottery (Classic & Adventure)

Baby Bowser
Various

Raphael Raven
Various

Special Unlock Conditions: *Mario* Game Series Trophies

Trophy	Conditions
Paper Mario	Set a record of approx. 1,476 ft. (450 meters) in Home-Run Classic with any character.
Wario	Clear All-Star mode without continuing.

Donkey Kong *Game Series Trophies*

Dixie Kong
Lottery

King K. Rool
Lottery (All Characters)

Zelda *Game Series Trophies*

Goron
Snag

Marin
Special

Majora's Mask
Special

Ocarina of Time
Lottery (All Characters)

Special Unlock Conditions: *Zelda* Game Series Trophies

Trophy	Conditions
Marin	Unlock Sound Test.
Majora's Mask	Clear Event Match 47.

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F-Zero *Game Series Trophies*

Samurai Goroh
Various (Melee 200)

Dr. Stewart
Various

Jody Summer
Various

Star Fox *Game Series Trophies*

Landmaster Tank
Special

Wolfen
Special

Andross
Various (Melee 200)

Andross
Various

Special Unlock Conditions: *Star Fox* Game Series Trophies

Trophy	Conditions
Landmaster Tank	All characters' KOs total more than 1,000.
Wolfen	Clear Adventure with any character at any difficulty level in less than 1,100 seconds (18 min. 20 sec.).

Metroid *Game Series Trophies*

Samus's Starship
Special

Metroid
Various

Ridley
Various

Special Unlock Condition: *Metroid* Game Series Trophies

Trophy	Condition
Samus's Starship	Successfully escape from Brinstar during Adventure.

Kirby *Game Series Trophies*

Fire Kirby
Snag

Fighter Kirby
Lottery

Ball Kirby
Various

Waddle Dee
Various

King Dedede
Lottery (Classic & Adventure)

Rick
Various

Gooey
Lottery (Classic & Adventure)

Meta-Knight
Various (Melee 200)

EarthBound *Game Series Trophies*

Paula
Snag

Jeff
Lottery

Poo
Various (Melee 200)

Starman
Various

Pokémon *Game Series Trophies*

Bulbasaur
Various

Poliwhirl
Various

Ditto
Lottery (Classic & Adventure)

Eevee
Lottery

Totodile
Various

Crobat
Various

Cleffa
Snag

Igglybuff
Various

Steelix
Various

Heracross
Various

Meowth
Special

Professor Oak
Lottery

Misty
Lottery

ZERO-ONE
Various

Special Unlock Condition: *Pokémon* Game Series Trophies

Trophy
Meowth

Conditions
Unlock all All-Star Character Trophies

Other Trophies

Maruo Maruhige
Lottery

Ryota Hayami
Various

Kensuke Kimachi
Various

Love Giant
Snag

Hate Giant
Lottery (All Characters)

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Ray Mk II
Lottery

Bayonette
Lottery (Classic & Adventure)

Annie
Various (Melee 200)

Tom Nook
Special

Arlo
Various (Melee 200)

Mr. Resetti
Special

Heririn
Various

Alpha
Lottery (All Characters)

Vacuum Luigi
Various (Melee 200)

Pikmin
Lottery (Classic & Adventure)

Captain Olimar
Special

Excitebike
Various

Donkey Kong Junior
Special

Ducks
Various

Bubbles
Lottery

Eggplant Man
Lottery

Mach Rider
Special

Balloon Fighter
Various

Stanley
Various (Melee 200)

Pit
Snag

Dr. Wright
Various

Donbe & Hikari
Various

Ayumi Tachibana
Snag

Monster
Various

Sheriff
Special

Diskun
Special

GCN
Lottery (250)

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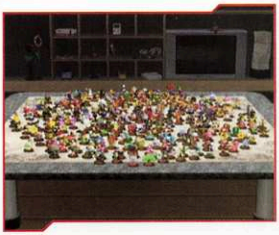
Special Unlock Conditions: Other Trophies

Trophy	Conditions
Tom Nook	Collect a total of over 1,000 Coins.
Mr. Resetti	KO more than 5 opponents in Cruel Melee.
Captain Olimar	Have Pikmin save data on your Memory Card.
Donkey Kong Junior	Unlock all Classic Character Trophies.
Mach Rider	Complete Classic mode with any character at any difficulty level in less than 300 seconds (5 minutes).
Sheriff	Clear Target Test with every character with a total time of less than 750 seconds (avg. of 30 sec. per character).
Diskun	Achieve all of the end-of-level bonuses and penalties.

Collection

You can view your entire Trophy collection by selecting Collection from the Trophy menu. This takes you to your Trophy room, where all of your Trophies are stored. As you accumulate more Trophies, you get larger tables on which to display them. You can zoom the camera in and out with Ⓨ and Ⓧ or L and R, and move the camera with ○—the more Trophies you have, the farther you can zoom out. This is what a collection of 290 Trophies looks like:



On the back shelf are the following Nintendo artifacts:

Top row, from left to right: the NES, the original Game Boy®
Middle row, from left to right: a magazine (*Nintendo Power*®, perhaps?), the original *Super Smash Bros.*™ box, the Nintendo® 64 (N64) with controller, and the original *Super Smash Bros.*™ Game Pak
Bottom row, from left to right: the Nintendo GameCube™ (GCN), the Game Boy® Advance (GBA), the Game Boy® Color (GBC), and the Super Nintendo Entertainment System® (SNES)

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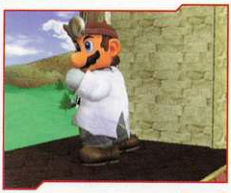
Hidden Characters

The following 11 characters are locked away in the game, waiting for you to set them free to wreak havoc on their fellow fighters. Follow the steps listed for each character to trigger a one-on-one fight against that character. Defeating the character makes him or her playable and selectable from the Character Select menu.

Jigglypuff

Unlock Jigglypuff by beating Classic or Adventure mode with any character on any difficulty level, or play more than 50 VS. Mode matches (VS. Mode matches ending in a "No Contest" do not count towards this total).



Dr. Mario

Unlock Dr. Mario by completing Classic, Adventure, or All-Star mode with Mario without continuing, or play more than 100 VS. Mode matches.

Pichu

Unlock Pichu by successfully completing Event Match 37 (Legendary Pokémon), or play more than 200 VS. Mode matches.

Falco Lombardi

Unlock Falco Lombardi by surviving the 100-Man Melee (one of the Multi-Man Melee 1-P modes) with any character, or play 300 VS. Mode matches.

Marth

Unlock Marth by using the 14 original characters in either VS. Mode or any 1-P Regular match at least once, or play more than 400 VS. Mode games.

Young Link

Unlock Young Link by clearing Classic or Adventure with more than 10 different characters, or by playing VS. Mode more than 500 times.

Ganondorf

Unlock Ganondorf by sucessfully completing Event Match 29 (Triforce Gathering), or by playing VS. Mode more than 600 times.

Mewtwo

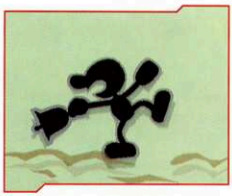
Unlock Mewtwo by playing 1-P or VS. Mode for more than 20 hours, or by playing more than 700 VS. Mode matches.

Luigi

Unlock Luigi by finishing Stage 1-1 of Adventure mode with a 2 as the last digit of your time. You can keep playing that first stage over and over until it happens, but the easiest way to do this is to stand near the flag and cross the line when 2 is the last digit. Just before Stage 1-2, in which you'd normally fight Peach and Mario, Luigi appears and takes Mario's place in the fight. Defeat him within one minute to unlock him. You can also play more than 800 VS. Mode matches to get him.

Roy

Unlock Roy by clearing Classic or Adventure with Marth without continuing, or play more than 900 VS. Mode matches.



Mr. Game & Watch

Unlock Mr. Game & Watch by completing Classic, Adventure, or Target Test with all 24 other characters, or by playing more than 1,000 VS. Mode matches.

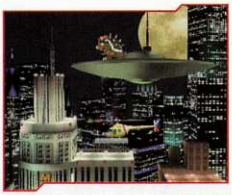
Hidden Stages

Unlock the following 11 stages by fulfilling the conditions for each stage. Once you've unlocked the stages, they are available on the Stage Select menu in 1-P and VS. Modes.

Mushroom Kingdom II

Unlock Mushroom Kingdom II by collecting the Birdo Trophy. Collect the Birdo Trophy by winning it in the Lottery or in a Bonus Stage during Classic mode, or by finding it during Adventure mode or the Recovery stops in All-Star mode.

Brinstar Depths, Fourside, Pokémon Floats, Big Blue



Unlock Brinstar Depths, Fourside, Pokémon Floats, and Big Blue by playing Melee repeatedly. After playing 50 Melee matches, one of the four stages appears randomly. After that, a new stage randomly appears every 50 Melee matches until all four are unlocked.

Past Stage: Dream Land

Unlock Dream Land by clearing the Target Test with all 25 characters.

Past Stage: Yoshi's Island

Unlock Yoshi's Island by setting a Home-Run Contest record of more than 1,312 feet (400 meters) with any character.

Past Stage: Kongo Jungle

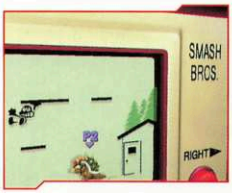
Unlock Kongo Jungle by surviving the 15-Minute Melee (one of the 1-P Multi-Man Melee modes) with any character.

Special Stage: Battlefield

Unlock Battlefield by clearing All-Star Mode with any character on any difficulty level.

Special Stage: Final Destination

Unlock Final Destination by successfully completing all 51 Event Matches.



Flat Zone

Unlock Flat Zone by unlocking Mr. Game & Watch. See "Hidden Characters" (above) for details on how to unlock Mr. Game & Watch.

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Play Modes and Options

Not only can you unlock new characters and new arenas in which to fight, you can also unlock features that change the nature of how the game is played!

All-Star Mode

Unlock the hidden 1-P Regular match, All-Star, by unlocking all 11 hidden characters. See "Hidden Characters" (earlier in this section) for details on how to unlock all 11 hidden characters.

Score Display

Unlock the Score Display option in Additional Melee Rules by accumulating a total of more than 5,000 KOs in Melee matches. This enables you to show or hide the score during Melee matches.

Random Stage Select

Unlock the Random Stage Select option in Additional Melee Rules by unlocking all of the stages except Battlefield, Final Destination, and the three Past Stages (Dream Land, Yoshi's Island, and Kongo Jungle). This allows you to decide which stages will be included and which will be omitted when you choose to randomly select a stage.

Sound Test

Unlock the Sound Test in the Data Menu by unlocking all stages and characters. See "Hidden Stages" and "Hidden Characters" (earlier in this section) for information on how to unlock them.

Other Secrets

Pokémon

There are two hidden Pokémon in *Super Smash Bros. Melee*. Once they are unlocked, there is a 1 in 251 chance of one of these hidden Pokémon erupting from a Poké Ball each time you crack one open.

Mew

Unlock Mew by unlocking all 11 hidden characters.

Celebi

Unlock Celebi by unlocking every hidden item except for the Trophies.

Giga Bowser

To face Giga Bowser in Adventure mode, you need to complete Adventure mode on a difficulty level of Normal or higher in less than 18 minutes without continuing. You also face Giga Bowser in Event Match 51, but you need to have beaten him in Adventure mode to unlock that Event Match.

Crazy Hand

If you beat Classic mode in less than 15 minutes without continuing and on a difficulty level of Normal or higher, you'll face the Master Hand's sinister twin, the Crazy Hand. You also face the Crazy Hand in Event Match 50.

Event Matches

- **Event Matches 11-30**: Unlock these Event Matches by successfully completing all of the unlocked matches.
- **Event Matches 31-39**: Unlock these Event Matches by successfully completing the first 30 Event Matches and unlocking Falco, Luigi, Jigglypuff, and Young Link.
- **Event Matches 40-50**: Unlock these Event Matches by successfully completing the first 30 Event Matches and unlocking every hidden character.
- **Event Match 51**: Unlock the final Event Match by successfully completing the first 50 Event Matches and defeating Giga Bowser in Adventure Mode.

Trophies

See the "Trophies" section on page 78 for details on how to unlock all 290 Trophies.

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Match Bonuses and Penalties

The following is a list of every bonus and penalty you can get in *Super Smash Bros. Melee*. Any score with a *y* before it means that the bonus you get is y x the score where y = the number of times the bonus condition is met during the match. Any score with a — in front of it is a penalty. Getting every single bonus and penalty unlocks the Diskun Trophy.

Bonuses and Penalties

Bonus	Score	Description
150% Damage	1,000	Took 150% damage or more; not valid in team battles
200% Damage	3,000	Took 200% damage or more; not valid in team battles
250% Damage	7,000	Took 250% damage or more; not valid in team battles
300% Damage	10,000	Took 300% damage or more; not valid in team battles
350% Damage	15,000	Took 350% damage or more; not valid in team battles
Acrobat	3,000	Always did a midair jump (no overlap with Cement Shoes)
Adventure Clear	50,000	Cleared the Adventure mode
Aerialist	2,500	Did not jump from the ground (no overlap with Cement Shoes)
All Aerial	4,000	Used all standard aerial attacks on enemies
All Ground	6,000	Used all standard ground attacks against enemies
All on One	20,000	Used all attacks except finishing blows on one enemy
All Thumbs	—1,500	All dash-grab attempts failed (at least 4 attempted)
All Variations	10,000	Used all attacks except finishing blows on enemies
All-Star Clear	50,000	Cleared the All-Star mode
Ambler	2,500	Walked a lot
Angelic	2,000	Was standing on revival platform when match ended
Assisted KO	y x 1,500	KO'd a foe with an item
Avenger KO	y x 2,500	KO'd a foe right after foe KO'd you (within 5 seconds)
Backstabber	2,000	High percentage of attacks were from rear (70% or more of total)
Bank-Shot KO	y x 3,000	KO'd an enemy with a deflected item
Battering Ram	1,500	Used only battering items (3 or more)
Beam Swordsman	y x 800	KO'd a foe with a Beam Sword
Berserker	3,500	Attacked in a frenzy (60 attacks or more in 1 minute)
Bird of Prey	4,000	Used only aerial attacks
Blind Eye	3,000	Always looking in opposite direction as oncoming attack
Bob-omb Squad	y x 2,500	Grabbed a Bob-omb just before it exploded, and wasn't hurt
Bob-omb's Away	—500	KO'd by a wandering Bob-omb
Brawler	2,000	Hit only with direct attacks
Bubble-Blast KO	y x 1,200	Attacked a magnified enemy and KO'd him or her
Bull's-eye KO	x 800	KO'd a foe with a firing item
Bully	—2000	Always KO'd a particular player
Bunny-Hood Blast	y x 1,200	KO'd someone while wearing a Bunny Hood
Butterfingers	—500	Had a high rate of grab and dash-grab failures
Button Holder	4,000	Held down Ⓐ or Ⓑ for the entire match
Button Masher	700	Pressed buttons twice as fast as second fastest presser
Capsule KO	y x 800	KO'd an enemy with a capsule
Carrier KO	y x 800	KO'd a foe with a large item carrier
Celebi Catcher	8,000	Celebi appeared
Cement Shoes	4,000	Never jumped, including midair jumps
Center Stage	2,000	Spent a long time in the middle of the arena
Cheap KO	y x 500	KO'd an enemy from behind
Chuck Wagon	1500	Only grabbed throwing items (3 or more)
Classic Clear	50,000	Cleared the Classic mode
Clean Sweep	5,000	All attacks were low attacks
Cliff Diver	500	Let go of the edge of a cliff and fell off the stage
Clifffhanger	2,000	Grabbed a lot of edges after being knocked off the stage
Climactic Clash	y x 1,200	Hit same enemy with progressively stronger blows
Close Call	2,000	Threw just before enemy broke your hold
Collector	30,000	Snagged all trophies that appeared
Combo King	2,500	Used many combos (average number of combos is 2.5 or greater)
Compass Tosser	3,500	Used all four directional-throw moves
Connoisseur	3,000	Got every kind of food that appeared
Continuation	—20,000	Cleared by continuing

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Bonus	Score	Description
Control Freak	1,000	Tapped the Control Stick twice as fast as second fastest tapper
Coward	—500	Spent a long time a great distance away from enemies
Crazy Hand KO	80,000	Defeated Crazy Hand in Classic mode
Crowd Favorite	2,500	Audience cheered for player
Cuddly Bear	2,000	Performed at least 3 grabs, but did not attack or throw enemy
Dead-Weight KO	y x 4,000	KO'd an enemy by throwing another enemy at him or her
Dedicated Specialist	3,100	Used only one kind of special move
Down, But Not Out	2,000	Fell all the way down, but got back up the most in a match
Double KO	yx 2,000	KO'd two enemies at once
Eagle	1,500	Went airborne a lot
Edge Hog	y x 2,500	Hung from edge to prevent opponent from doing the same
Elbow Room	2,000	Bumped into or pushed foes a lot
Environmental Hazard	1,000	Got KO'd by a part of the stage environment
Exceptional Aim	4,000	Hit with most attacks
Face Planter	1,500	Always fell face down
Fall Guy	—500	Had the most falls
Falls	y x —500	Counts each fall (self-destructs not counted)
Fighter Stance	500	Finished match while taunting
First Place	1,000	Got 1st place in a timed match
First Strike	500	Delivered first blow of match
First to Fall	—1,000	First one to be KO'd after match begins
Fists of Fury	2,500	After grabbing, always held and punched, never threw
Flame Thrower	1,600	Got a 10 combo or higher with the Fire Flower
Flipper KO	y x 2,000	KO'd enemy with a flipper
Floor Diver	1,500	Dropped through floors often (over 12 times in 1 minute)
Floored	300	Took a lot of damage from floors (over 50% of damage)
Flower Finish	1,700	Had a flower on head when the match ended
Flying Meteor	y x 4,000	Hit a flying enemy with a Meteor Attack
Foresight	y x 500	Hit the front of the screen
Freezie KO	y x 2,000	Froze enemy with Freezie then KO'd him or her
Frequent Faller	—1,000	Had a lot of falls
Friendly Foe	3,000	Never pushed an enemy
Full Power	2,000	Damage at 0% at finish
Gardener Finish	2,000	Put a flower on an enemy's head at match's end
Giant Kirby KO	10,000	Defeated Giant Kirby in Adventure mode
Giant KO	x 600	KO'd a foe while giant
Giga Bowser KO	100,000	Defeated Giga Bowser in Adventure mode
Goomba KO	y x 100	KO'd a Goomba
Gourmet	2,000	Used only food items (3 or more)
Ground Pounded	500	Got KO'd by a damaging floor
Half-Minute Man	2,500	Beat level within 30 seconds
Hammer Throw	1,500	Threw the hammer away
Hangman's KO	x 2,000	Attacked an enemy that was hanging from an edge for a KO
Head Banger	800	Hit walls a lot (3 or more times per minute)
Headless Hammer	2,500	Grabbed a broken hammer
Heartthrob	2,800	Got two or more Heart Containers
Heavy Damage	20,000	Took 400% damage or more; not valid in team battles
Hobbyist	1,000	Got at least one Trophy before the stage ended
Home-Run King	y x 600	KO'd an enemy with the Home-Run Bat
Immortal	5,000	Never got knocked down
Impervious	7,000	Didn't suffer a single attack
In the Fray	2,000	Average distance between you and foes was very small
Invincible Finish	1,200	Player is invincible at the end of the match
Invincible KO	y x 800	KO'd a foe while invincible
Invisible KO	y x 800	KO'd a foe while invisible
Instant Poser	y x 100	Taunted right after knocking down a foe (within 1 second)

Bonus	Score	Description
Item Catcher	y x 1,000	Caught an item thrown at you
Item Chucker	3,000	Hit only by throwing items
Item Collector	4,000	Got every kind of item that appeared
Item Hog	4,000	Got ten or more different types of items
Item Self-Destruct	—1,000	Item caused player to self-destruct
Item Smasher	3,000	Used only smash attacks with swinging weapons
Item Specialist	2,000	Only hit with item attacks
Item-less	1,800	Did not use any items
Jackpot	1,110	Damage at end was the same number repeated three times
Juggler	1,500	Struck an enemy many times while keeping him airborne
Kiss-the-Floor KO	y x 1,000	Threw an enemy onto a damaging floor for a KO
KO 64	y x 640	KO'd an enemy when the enemy was at 64% damage
KO Artist	3,000	Had a lot of KO's (more than 3 and double second place)
KO Master	1,500	Had the most KO's (not awarded if Artist is earned)
Koopa KO	y x 200	KO'd a Koopa
KOs	y x 500	Counts each KO
Laser Marksman	4,000	Hit with every blast from the Ray Gun until it ran out
Last Place	—1,000	Got last place in a timed match
Last Second	5,000	Finished with :01 left
Lethal Weapon	7,000	Hit with a wide variety of attacks
Life on the Edge	y x 800	After being hit, grabbed edge without a midair jump
Like Like KO	y x 500	KO'd a Like Like
Link Master	30,000	Defeated all five Links in Adventure mode
Lost in Space	2,000	Frequently magnified (1/4 of time in magnifying glass)
Lost Luggage	3,000	Was in magnifying glass on all four sides of the screen
Lucky Number Seven	3,000	Finished with :07 left
Lucky Threes	3,330	Finished with 3:33 left
Luigi KO	20	Defeated Luigi in Adventure mode
Magnified Finish	1,000	Ended the match in a magnifying glass
Materialist	100	Spent the longest amount of time holding items
Marathon Man	2,000	Ran a lot
Mario Maniac	8,000	Used only Mushrooms, Fire Flowers, and Starmen
Master of Disaster	—1000	Had the most self-destructs
Master of Suspense	2,500	Surprised the crowd often (3 or more times in 1 minute)
Melee Master	100,000	Cleared All-Star mode without recovering damage even once
Merciful Master	3,000	Won without KO'ing anybody
Metal Bros. KO	8,000	Defeated Metal Bros. in Adventure mode
Metal KO	y x 800	KO'd enemy while metal
Meteor Clear	3,000	Cleared the level with a Meteor Attack
Meteor Master	8,000	Every Meteor Attack KO'd an opponent (minimum of 2)
Meteor Smash	y x 800	Ko'd foe with a Meteor Attack
Meteor Survivor	y x 2,000	Succeeded in recovering from a Meteor Attack
Mew Catcher	10,000	Mew appeared
Minimalist	1,500	Spent the least amount of time holding items
Moment of Silence	3,000	Took no damage for 1 minute (no overlap with Impervious)
Mr. Saturn Fan	3,000	Only item used was Mr. Saturn
Mrs. Saturn	1,500	Held Mr. Saturn for 30 seconds or more
Mycologist	2,500	Got three or more Mushrooms
Mystic	2,000	Ended match while offscreen
Never Look Back	5,000	Never changed direction
No Hurry	1,000	Did not run
No-Damage Clear	300,000	Cleared all levels without taking any damage
No-Miss Clear	10,000	Cleared without losing a single life
No R 4 U	300	Did not press L or R
Octorok KO	y x 150	KO'd an Octorok
Offensive Artist	2,000	Caused a lot of damage
Offensive Master	1,000	Caused the most damage
One-Two Punch	1,800	Hit consecutively with all weak attacks
Opportunist	—1,000	Didn't attack for a very long period of time
Pacifist	3,000	Never attacked even once, including misses

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Bonus	Score	Description
Parasol Finish	1,600	Was parachuting with Parasol at match's end
Paratroopa KO	y x 300	KO'd a Paratroopa
Peaceful Warrior	5,000	Never attacked, but didn't lose the match
Perfect Aim	10,000	Hit with all attacks (at least 8 attacks per minute)
Pitcher	6,000	Fought only with grabs and throws
Pokémon KO	y x 1,000	KO'd a foe with a Pokémon
Polar Bear KO	y x 800	KO'd a Polar Bear
Pose Breaker	y x 800	Gave a quick weak attack to a taunting opponent
Poser	2,000	Taunted often (6 or more times in 1 minute)
Poser KO	y x 5,000	KO'd an enemy with a taunt
Poser Poseur	y x 500	Taunted right after someone else (within 1 second)
Poser Power	y x 700	Attacked someone with a taunt
Power Shielder	5,000	Used Power Shield often (3 times or more in 1 minute)
Pratfaller	1,500	Always landed face up
Precise Aim	10,000	All attacks hit immediately after execution
Predator	—1,500	Only attacked opponents with high amounts of damage
Pummeler	1,500	Did a lot of damage by holding and punching foes
Punching Bag	100	Got stuck between two enemies and hit back and forth
Quadruple KO	y x 8,000	KO'd four enemies at once
Quintuple KO	y x 15,000	KO'd five enemies at once
Quitter	y x —1,000	Fell off stage without even trying to recover
Reciprocator	y x 2,000	Threw an item thrown at you back at an enemy
ReDead KO	y x 300	KO'd a ReDead
Rock Climber	800	Hung from many edges (4 times or more in 1 minute)
Rock Steady	3,000	Did not fall down
Rocket KO	5,000	Sent all team enemies flying off the top of the screen
Run, Don't Walk	6,500	Did not walk (extremely short distance doesn't count)
Sacrificial KO	y x 1,500	The same attack KO'd both you and your enemy
Saturn Ringer	4,000	Caught a Mr. Saturn thrown at you
Saturn Siblings	4,000	Got three or more Mr. Saturns
Screw-Attack KO	y x 2,500	Used a Screw Attack to KO an enemy
Screwed Up	2,000	Held Screw Attack for 30 seconds or more
SDs	y x —500	Counts each self-destruct
Self-Destructor	—2,000	Had a lot of self-destructs
Shameful Fall	y x —1,500	At less than 50%, got KO'd by a foe with over 100% damage
Shape-Shifter	1,500	Used only transformation items (3 or more)
Shattered Shield	y x —1,000	Shield was broken by enemy
Shield Buster	y x 2,500	Broke enemy's shield
Shield Saver	500	Dropped shield just before it was broken
Shield Stupidity	y x —2,000	Broke own shield
Shooting Star	1,500	Ended match as a star
Shy Guy KO	y x 20	KO'd a Shy Guy
Skid Master	1,000	Had long stun-slide distance (9 feet or more in 1 minute)
Smash King	3,000	Used many Smash Attacks (50% or more of all hits)
Smash Maniac	3,500	Only used Smash Attacks
Smash-less	1,500	Used no Smash Attacks
Sniper	2,000	Hit only with flying items
Solar Being	800	Only left stage by flying off screen and becoming a star
Special KO	y x 800	KO'd an enemy with a special attack
Specialist	2,200	Hit with only Special Moves
Spectator	—2,500	Spent a long time on sloped terrain
Speed Demon	20,000	Cleared all levels very quickly
Speedster	10,000	Cleared all levels quickly
Stale Moves	—2,000	Persistently used same attack
Stalker	—1,000	Always attacked a particular player
Star KO	y x 300	KO'd an enemy and turned him or her into a star

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Bonus	Score	Description
Statue	500	Little left-to-right movement
Stiff Knees	300	Did not crouch
Straight Shooter	1,500	Used only shooting items (3 or more)
Super Scoper	2,000	Did 100% damage or more firing the Super Scope
Super Spy	y x 800	KO'd someone with a Motion-Sensor Bomb
Sweeper	2,500	High % of attacks were low (50% or more of total)
Switzerland	12,000	Never attacked anyone, never took any damage
Target Master	30,000	Smashed all targets in Target Test
Throw Down	2,500	Threw last foe to clear game
Timely KO	y x 3,500	KO'd a foe at the time limit
Tiny KO	y x 2,500	KO'd a foe while tiny
Topi KO	y x 200	KO'd a Topi
Triple Items	3,000	Got the same item three times in a row
Triple KO	y x 4,000	KO'd three enemies at once
Twinkle Toes	2,500	Succeeded on every attempt to absorb damage
Vegetarian	1,800	Got two or more Maxim Tomatoes
Very-Hard Clear	200,000	Cleared the Very-Hard mode
Warp-Star KO	y x 1,000	KO'd a foe using a Warp Star
Weight Lifter	1,500	Frequently held heavy items (over 5 seconds per minute)
Whipping Boy	—1,500	Trailed in points from the start to the finish
Wimp	1,500	Used only recovery items
Wimpy KO	y x 4,000	KO'd a foe with a weak attack
Wire to Wire	2,000	Led in points from the start to the finish
World Traveler	2,000	Got KO'd off all four sides of the screen

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